ACROSS A THOUSAND DEAD WORLDS

ACROSS A THOUSAND DEAD WORLDS

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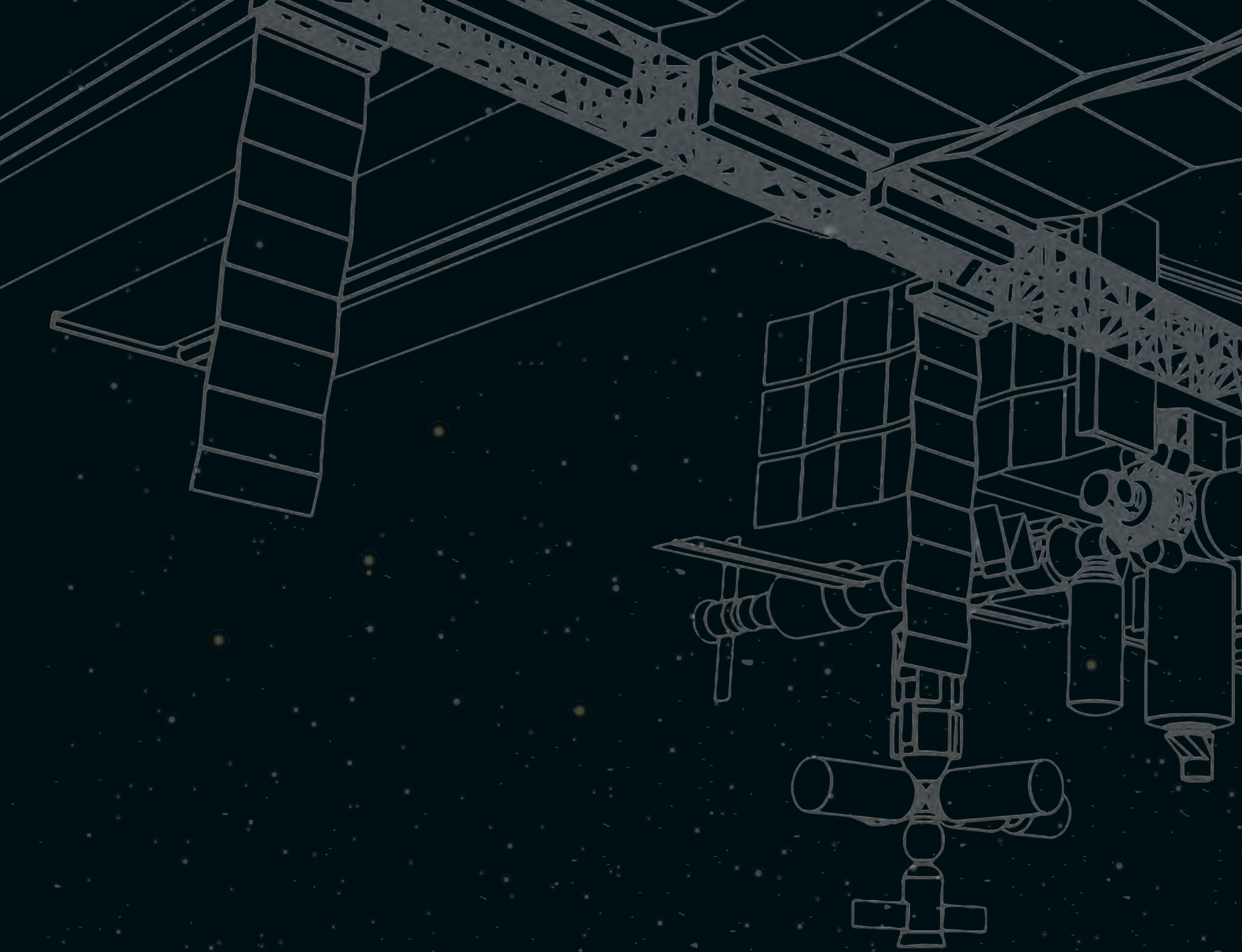


WELCOME TO KARUM STATION

A Subsidiary of Drake Industries

CHAPTER ONE

DRAKE INDUSTRIES

[TOMORROW, TODAY]

CONGRATULATIONS

You are one of the very few people selected each year who may become a limited partner in Karum Station Enterprises, a subsidiary of Drake Industries. Your first obligation is to sign the enclosed Memorandum of Agreement. You need not do this at once. You are encouraged to study the agreement and to seek legal advice, if available. However, until you sign you will not be eligible to occupy corporation housing, dine at the corporation commissary or participate in corporate instruction courses.

Accommodations are available at the Karum Hotel and Restaurant for those who are here as visitors or who do not yet wish to sign the Memorandum of Agreement.

[NEXT>>]

A VAST UNIVERSE AT YOUR FINGERTIPS

As a limited partner in Karum Enterprises, you no doubt understand what an absolute privilege it is to be standing where you are. Karum Station, the marvel of the Àrsaidh. From here, you will find and shape the future of all humanity, and benefit personally from doing so. Earth has certainly seen better times, but here at Drake Industries we are firm believers in the power of community and humanity. We will overcome our common societal hurdles and, led by the brilliant vision of Jonathan Fraser, CEO of Drake Industries, we will work for the betterment of all humanity. You are a key part of this! As a brave explorer, you will board an Àrsaidh ship and embark on a mission to enrich yourself and the rest of humanity. Who hasn't read the interviews with famous (and now, very rich) explorers such as Dema Acharya, Jafari Cheboi or Ella Abadie? Well, the next one could be you!

WHO WERE THE ARSÀIDH?

As you probably already know, there is very little we actually know about the Àrsaidh. As a matter of fact, we don't even know what they called themselves! The word "Àrsaidh" ("Ancient," in Scottish Gaelic) was chosen by our scientists as an homage to the Scottish ancestry of our founder and CEO Mr. Fraser. We haven't been able to decipher the Àrsaidh language just yet, but we shall keep trying!

<<PREVIOUS NEXT>>

We do know that the Àrsaidh must have been highly pragmatic. Newcomers to Karum Station are quick to notice there are no ornaments or decorative elements—just plain forms and shapes. Everything here is extremely functional. By the scale of things though, we suspect they were about 7 feet tall and roughly humanoid in shape. With the help of valued team members like you, we will slowly but surely unravel this cosmic mystery and answer the most important question: Where did they go?

KEEPING KARUM STATION GOING

In order to meet the costs of maintaining Karum Station, all persons are required to pay a daily tax for air, temperature control, administration and other services.

If you are a guest, this cost is included in your hotel bill.

Rates for other persons are posted. The tax may be prepaid up to one year in advance, if desired. Failure to pay the daily tax will result in immediate expulsion from Karum Station.

Thank you for your collaboration,
and once again,

WELCOME TO KARUM STATION!

As a brave explorer, you will board an Àrsaidh ship and embark on a mission to enrich yourself and the rest of humanity.

FM 32-D37

FIELD GUIDE TO

CREATING YOUR DEEP DIVER

23·6·2085

DRAFT RELEASE
12.8.2085

J. Fraser

CHARACTER CREATION

ACROSS A THOUSAND DEAD WORLDS

DEEP DIVER CHARACTER RECORD

[NAME]

3 LEVEL

XP

STR 4 DEX CON WIL INT CHA

STRESS

NERVOUS TIC 19

OBSESSIONS & NEGATIVE TRAITS

5 STAMINA ☐

TRAUMA ☐

LUCK ☐

ARMOR

RADS

6 SKILLS

☐ Àrsaidh Technology
☐ Close Combat
☐ Perception
☐ Manipulation
☐ Medical Aid
☐ Pilot
☐ Ranged Combat
☐ Resolve
☐ Science
☐ Stealth
☐ Survival
☐ Technology

TALENTS 8

1
2
3
4
5

WOUNDS ☐

INJURIES

EMOTIONAL STATE

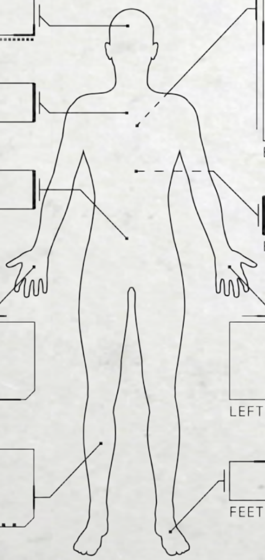
NEGATIVE

POSITIVE

☐ HOPELESS ☐ ENRAGED ☐ NERVOUS ☐ COMPOSED ☐ CALM ☐ HOPEFUL ☐ PLEASED

EMOTION MODIFIERS

HOPELESS	-2 ALL SKLS / +D4 DMG
NERVOUS	-1 RSLV / +1 STAM (DEF MNVR)
ENRAGED	+1 CBT SKLS / -1 MANIP
COMPOSED	0 BENF OR DISADVTG
CALM	-1 CBT SKLS / +1 MANIP
HOPEFUL	+1 NON-CBT SKLS / -1 CBT SKLS
PLEASED	+2 ALL SKLS



HEAD

TORSO

WAIST

RIGHT HAND

LEGS

LEFT HAND

FEET

BACKPACK

BACK

POCKETS

FULL BODY SUIT

₫ 20

DRAKE COINS

MANNERISMS

WHEN YOU'RE FEELING CONFIDENT, YOU 18
WHEN YOU'RE FEELING SHY OR LACKING CONFIDENCE, YOU
WHEN YOU'RE BORED, YOU
WHEN YOU'RE FEELING HAPPY, YOU
WHEN YOU'RE FEELING FRUSTRATED, YOU

PERSONALITY

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CREATING YOUR DEEP DIVER

Congratulations on being selected to explore the vast wonders the Àrsaidh left behind! We are very excited to get to know you. Please follow these simple steps so we can learn who you are, why you're here and what skills and abilities you can bring to our team. From now on, we shall refer to you as a **Deep Diver**, the title reserved for explorers like you. Just like the deep divers of old Earth did before the oceans died, you will venture into cold, vast unknowns to recover lost treasures and bring them to the light of humanity.

As a newly trained Diver, you start your career at level 1.

PRIMARY ATTRIBUTES

Attributes are the foundation of every Diver and they only change under very specific circumstances. All characters have **Primary Attributes** which are used to complete attribute checks and **Secondary Attributes** which are each used differently.

PRIMARY ATTRIBUTES

Strength (STR): This determines how strong your character is—how capably they perform feats of strength such as lifting heavy objects or breaking things.

Dexterity (DEX): This describes how nimble your character is—how good they are at dodging, jumping, using lockpicks and otherwise using their hands.

Constitution (CON): This measures how physically resilient your character is, including how well they fare against harmful effects such as poisons or diseases.

Will (WIL): This defines mental strength and ego, including your character's ability to stand their ground and to pull themself together after suffering a knockdown during combat.

Intelligence (INT): This shows how cunning and capable your character is at mental tasks such as solving puzzles and riddles, or thinking things through before acting.

Charisma (CHA): This tells how likable your character is—how easily they can get information and gain advantages with NPCs.

When you first create your Deep Diver, set each Primary Attribute to 8 and then distribute 12 attribute points among them (max of 18). Although Primary Attributes may never be raised above 18 with attribute points (including when leveling up), they may become temporarily higher due to gear or other types of boosts.

During gameplay, Attributes are used to complete Attribute checks. To pass an Attribute Check, roll a D20 and add the asked Attribute's value. If the total is **equal to or higher than 20**, you've succeeded.

SECONDARY ATTRIBUTES

Luck: Sometimes, no matter how things seem to be going, fate intervenes and changes everything. A character may spend 1 Luck to re-roll any damage roll or failed check, or spend ALL their Luck to completely negate a killing blow. Player Characters (PCs) start with **3 Luck** and recover 1 (to a maximum of 5) at the end of each game session.

Stamina: A character can only do so much each round. Stamina points are spent to take combat actions, with different costs for different actions. Stamina fully regenerates at the beginning of each round. Player Characters start with **10 Stamina** points.

Stress: Divers must be especially resilient to pressure, but they're only human. Many situations will cause a character to gain Stress, as described on page 92. Characters begin their careers with **0 Stress**.

Wounds: There is only so much punishment the human body can take before it gives up. Wounds are fully explained on page 74, but most characters can only sustain **3 Wounds** before dying.

[EXAMPLE:]

While rummaging around an alien warehouse, Aafreen finds an ancient locked container. Lacking the proper tools, Aafreen decides to roll a Strength check to smash it open with their weapon. Aafreen's player takes a D20, rolls a 13 and adds their STR of 12 for a total of 25. The result is higher than 20, so they pass the check and smash open the lid!

SKILLS

A character's Skills (ranging from 0 to 15) represent prowess in a determined field. To pass a Skill Check, roll a D20 and add the asked skill's value. If the total is **equal to or higher than 20**, you've succeeded!

During character creation, **distribute 70 points** among the following skills, spending no more than 10 points on a single skill.

Àrsaidh Technology: Somewhat utilize or partially comprehend a piece of Àrsaidh technology. Required for hacking any Àrsaidh system. Due to Àrsaidh systems' arcane nature, this skill begins at -5.

Close Combat: Fight using close-range tactics with a variety of melee weapons such as knives, clubs or even a wrench.

Manipulation: Talk to an NPC (this is typically more beneficial than shooting at them). Sometimes a silver tongue or well-placed threat is the only way to close a deal.

Medical Aid: Tie a tourniquet or stitch up a wound. This will save your life more than once. Once per Area, after resolving all current Challenges, pass a Medical Aid check outside of combat to remove 1 Wound from your character. Doing so advances the Time Track by 1 and consumes 1 Medical Supplies.

Perception: Find or be aware of things around you. It doesn't matter how many Àrsaidh crystals you are hauling back to the ship if you don't notice the twisted abomination lurking behind you.

Pilot: Pilot any kind of spaceship or vehicle. Most characters aren't pilots, but you never know when it might come in handy.

Ranged Combat: Fight using ranged weapons such as guns, pistols, rifles and anything in between.

Resolve: Withstand the psychological impact of exposure to the void's horrors. Each time a character would gain any amount of Stress, they may roll a Resolve check to reduce the amount to 1. Stress is fully explained on page 92.

Science: Recall and implement knowledge of the hard sciences. Whether it's Biology or Physics, this skill determines how knowledgeable a character is in these areas of expertise.

Stealth: If given the opportunity, avoid a potentially deadly combat or perform an action while remaining undetected. Stealth is fully explained on page 82.

Survival: Orient yourself or stay alive in a hazardous environment. Most Àrsaidh environments are passable without a pressure suit, but that doesn't mean they're suited for human life.

Technology: Use technological devices (computers, electronics, comms) or patch up a system.

TALENTS

Characters must adapt in extraordinary ways to face the void's horrors. Talents are the unique skills and abilities they learn while exploring the dark, ominous ruins left behind by the Àrsaidh, or the many worlds they once inhabited. PCs are only human though, so while this will push their human limits, no Talent enters the realm of the superhuman.

Player Characters have 5 Talent slots. Each time a PC gains a level (as described on page 30), they roll once on the Talent table. **If a character with 5 Talents learns a new one, they must discard an existing Talent to equip it.** Unequipped Talents are lost, but might be regained if the character rolls that Talent again later. You cannot equip multiples of the same Talent—simply re-roll duplicates.

TALENTS ARE EARNED EACH TIME A PC GAINS A LEVEL

When creating a Diver, choose 1 Talent. Depending on the role you want to play, we recommend the following starting Talents:

Close combat expert: Charge

Ranged fighter: Marksman

Stealthy attacker: Backstab

Support: Diligent Medic

Leader: Everyone, Calm Down!

Hacker: Hacking

TALENTS (D100)

1-2	**Aim:** [Cost: 10 Stamina.] Deal double damage on your next attack, if it's with a ranged weapon.
3-4	**Backstab:** [Cost: 5 Stamina.] Following a successful Stealth check, use a knife to perform a powerful surprise attack, dealing an additional +2D10 damage to one enemy. Can only be used when not engaged in combat.
5-6	**Bash:** [Cost: 10 Stamina.] After a successful attack, your base damage with two-handed weapons is 2D10 instead of D10.
7-8	**Bounce Throw:** You can re-roll one scatter roll when you fail to throw a grenade (or similar item).
9-10	**Breath Control:** You can make each Oxygen Pellet last 2 Time Track resets.
11-12	**Calm:** Each time you gain Stress you gain 1 less (minimum 1).
13-14	**Careless:** When activated, you gain +5 to your attacks this round but you cannot spend Stamina on defensive moves.
15-16	**Charge:** You can barge into melee, gaining +5 Skill and +5 damage during your first turn. Cannot be used in conjunction with any form of stealth.
17-18	**Cleave:** [Cost: 8 Stamina.] When wielding a two-handed melee weapon, all enemies adjacent to your target also take half of the rolled damage.
19-20	**Compartmentalized Mind:** When you gain a Negative Trait, roll twice and choose the result you prefer.
21-22	**Counter-Attack:** [Cost: 5 Stamina.] While wielding a melee weapon, if you win the combat roll during an opponent's turn your attack automatically causes 1 Wound.
23-24	**Coup de Grace:** Gain +D8 damage against knocked-down enemies.
25-26	**Diligent Medic:** You may attempt to heal the same Wound twice per Time Track, instead of once.
27-28	**Discerning:** You can perform an INT check to determine if someone's lying or trying to manipulate you.
29-30	**Dual Wielding:** Each turn you attack, you may use an off-hand weapon to attack again with disadvantage.

31-32	**Duck!:** [Cost: 3 Stamina.] Shout a warning to an ally, granting them +2 Stamina on their next turn which can only be spent on defensive maneuvers.
33-34	**Everyone, Calm Down!:** If you're the Team Leader, you may roll Manipulation to bring an end to an argument, infighting event or confidence crisis. If you succeed, all crew members reduce their Stress by 2. This may only be done once per Time Track reset.
35-36	**Fast Feet:** Automatically pass all Escape checks.
37-38	**Fearless:** Once per Site you may ignore the effects of Dread.
39-40	**Field Medic:** You have Advantage on all Medical Aid checks.
41-42	**Frugal:** You can make each ration last 2 weeks instead of 1.
43-44	**Good Negotiator:** You take home 60% of your earnings, instead of the standard 50%.
45-46	**Hacking:** With uncanny ease, you can attempt to hack not only human computers but also some Àrsaidh technology.
47-48	**Hard to Kill:** Gain +1 max Wounds.
49-50	**Ignore Cover:** [Cost: 8 Stamina.] Fire at an enemy behind cover as if they had no cover at all.
51-52	**Lucky:** Each time you roll a natural 11 on the D20, you gain 1 Luck. You may not earn Luck any other way.
53-54	**Marksman:** Gain +2 damage on ranged attacks.
55-56	**Momentum:** [Cost: 5 Stamina.] Deal an extra +1D6 damage to a downed opponent, in an attempt to eliminate them. If the opponent is eliminated, gain +2 damage for the rest of the combat. This effect stacks with itself.
57-58	**Movement Economy:** You only spend 3 Stamina per round while in Stealth.
59-60	**Multi-Target:** [Cost: 10 Stamina.] Target 3 adjacent enemies with a single ranged weapon attack.
61-62	**Neutralize:** [Cost: 10 Stamina.] Carefully observe your opponent, then perform an attack to neutralize one of their unique abilities. If you hit and the damage would surpass the target's CON, they can no longer use that ability. No Wounds are caused with this attack.

TALENTS (D100)

63-64	**Overpower:** If you roll max damage (e.g. a result of 16 on D10 + 6), you automatically inflict a Wound.
65-66	**Overwhelm:** After a knocked-down opponent recovers, their Recovery Status roll is modified by +3.
67-68	**Pack Rat:** You perfectly arrange the things in your bag, gaining +2 Gear Slots.
69-70	**Parry:** [Cost: 3 Stamina.] When hit by an attack, roll your weapon's damage. If the damage you roll is equal or higher than the attacker's, you parry it and receive no damage.
71-72	**Point-Blank Expert:** You suffer no penalty when using a ranged weapon in melee.
73-74	**Quiet:** All rolls on the Site Activity table are reduced by 1 (minimum 1). This effect does not stack.
75-76	**Rend Armor:** [Cost: 8 Stamina.] Tear through an enemy's defenses, causing them to permanently lose 2 Armor.
77-78	**Resilient:** You no longer suffer -2 to all actions while injured.
79-80	**Resist the Taint:** You may ignore the negative effects of a Taint.
81-82	**Resuscitate:** Within 1 minute after another character dies, you may perform a Medical Aid check. If you roll an Impressive success or more, the character is revived. They will remain unconscious for D10+10 hours with 1 Wound remaining.
83-84	**Skill Boost:** [Cost: 1 Luck.] Gain +5 to your next skill check.
85-86	**Step Where I Step!:** You lead the way while sneaking, granting the rest of your team +2 to their next Stealth check.
87-88	**Stout:** You have Advantage on all Resolve checks.
89-90	**Strong:** Deal +2 extra damage on melee attacks.
91-92	**Targeted Strikes:** Gain +1 to all rolls on the Hit Location table.
93-94	**Tough:** You roll Recovery checks with +2 WIL.
95-96	**Vigorous:** Gain +2 extra Stamina per turn.
97-98	**Weak Spot:** [Cost: 2 Stamina.] Re-roll a damage roll after successfully attacking.
99-100	**Well Connected:** You have friends everywhere in Karum Station, which allows you to find rare gear with a roll of 12+.

BACKGROUND (D10)

Most of Karum Station's residents are desperate individuals with little to lose who, after a lifetime of saving or by winning the yearly Karum Scholarship Lottery, secured a ride into the stars. You had a life on old Earth before you became a Deep Diver. Whatever reason you have for leaving that life behind, it still informs your actions and who you are as a person. First roll or pick a background from the following list (or come up with your own), then roll a life-changing event and roll to see how you ended up on Karum Station.

1. Algae Farmer

You spent most of your life working one of the giant algae farms that feeds most of the world, probably after inheriting the job from your parents.

Choose: +1 Resolve or +1 Survival

2. Blue Collar Worker

You're just another of the million workers that maintain the machinery—always unseen, always abused. When the opportunity arrived to leave it all behind, you just took it. Screw being poor, the world shall be your oyster!

Choose: +1 Technology or +1 Perception

3. Celebrity

Back on Earth (or maybe even Mars), when your millions of followers seemed ready to turn their fleeting attention to the next big thing, it was time for the ultimate publicity stunt: becoming a Deep Diver and blogging about your experiences. Your agent thinks you've lost your mind, and you know that this is a potentially deadly decision, but what's worse: to die and have millions remember you, or to slowly fade into anonymity?

Choose: +1 Manipulation or +1 Perception

4. Data Miner

After years of 16-hour shifts in front of a screen, you had enough. Sure, things could be much worse (you could be picking through the garbage mounds outside of town, like so many others), but you knew you were destined for greater things. So you left it all behind, eyes firmly set on the future, whatever it may hold.

Choose: +1 Science or +1 Technology

5. Hedge Fund Kid

You're one of the lucky ones—living the high life far from the rest of the world's hardships. Still, life became stale after a while and you couldn't just sit on your hands while others made history. You left it all behind, and now you have nothing but your determination.

Choose: +1 Manipulation or +1 Resolve

6. Ocean Sweeper

The oceans may be dead, but they're full to the brim with plastic and other useful materials. You and your crew spend months in the world's silent, eerie waters, the smell of rotten matter and toxic algae forever a part of your life. Surely this is not all life has to offer? With that question in mind, you left the oceans behind in search of a better future.

Choose: +1 Technology or +1 Pilot

7. Petty Criminal

Small robberies and hustles got you by, day to day. You made some enemies, the kind that can't be simply paid off, and you had to get as far from them as possible.

Choose: +1 Manipulation or +1 Close Combat

8. Plastic Miner

Years spent in the old world's plastic deposits were enough to make you want to leave the planet for good. Nothing out here could be possibly worse.

Choose: +1 Medical Aid or +1 Survival

9. Scavenger

As millions of others, you carve your life from the old world's remnants and the garbage of those who came before. It's not a pretty life and most of the time it's a short one. After a close call with one of the garbage gangs, you had enough. Whether your money was stolen or saved, you took your ticket and never looked back.

Choose: +1 Stealth or +1 Survival

10. Warlord

The 22nd century is as rife with conflict as ever. You managed to take advantage of that situation—a situation you did not create. Someone had to do the killing, it might as well have been you.

Choose: +1 Ranged Combat or +1 Manipulation

Life-Changing Event (D20)

1	Abandoned by the love of your life
2	Involved in a terrible accident
3	Someone died because of you
4	Had a religious experience
5	Witnessed a random kindness or cruelty that changed your opinion of humanity
6	Learned something you shouldn't have
7	Were forced to act against your morals
8	Had the chance to stand up against a powerful figure, but didn't
9	Fought off a terrible addiction
10	Discovered you have a secret half-sibling
11	Became imprisoned
12	Risked your life for someone
13	Someone died to save your life
14	Got caught in a big scandal
15	Suffered amnesia, blocking out a terrible event you cannot remember
16	Made a terrible enemy
17	Fell to ruin at the hands of someone's pettiness
18	Had a sibling who was murdered
19	Discovered you have a talent you didn't know of
20	Found fame

HOW DID YOU EARN YOUR PLACE?

How did you earn your place in Karum Station? (D4)

1	You saved for years to buy a ticket.
2	You won the annual Karum Scholarship Lottery.
3	You had family money.
4	You got the money through illicit ways.

DRIVE

Although most folks join the Karum Station initiative to chase wealth or fame, that's not true for everyone. Pick a main Drive for your Deep Diver—the reason why they risk their life in the void.

THIS IS SOMETHING VERY PERSONAL THAT MOST CHARACTERS RARELY SHARE WITH OTHERS.

Wealth
It's what makes the world spin and the stars shine. You figure being set for life is easily worth a few months of pain and suffering.

Power
Drake Industries is the largest, most powerful corporation in all of human space. If you want some of that power, there's no better way to get in than impressing the big guys with your feats and discoveries at Karum Station. This is the fastest, straightest path to power, and you are taking it.

Fame
What good is being alive if nobody knows who you are? Sure, money can build companies, buy buildings or surgeries or a place on one of those talk shows, but the kind of glory a Diver gets? That's unmatched. You just need one big, juicy mission to send you into the world of paparazzi and millions of sycophants dying to know what you had for breakfast.

Wanderer's Lust
Earth, Moon and Mars are not enough for you. You need more. There's a whole universe out there to explore and you want to see as much of it as possible.

Knowledge

Learning the universe's secrets never seemed as possible as it does now. The Àrsaidh are humanity's shortcut to it all, the key to a thousand million doors. You must be the one opening as many of them as you can.

Information

A family member or friend disappeared during an expedition and you just couldn't let it go. You have come to search for them, even if you don't know where to begin.

Espionage

Whether you work for Chou Technologies, Eclipse or even Whirlwind News, you're here to see the Station's inner workings, to learn first-hand how the Karum Station Authority operates.

Somewhere to Belong

You've been alone (or at least felt that way) for your whole life. You're sick of it. It's time to find a cause larger than yourself, a place you can call home, a family that will risk their lives for you. Bonds forged in the void are forever and that is all you want.

Nothing Can Stop You

You're here to prove—to yourself, to the world, to that asshole back on Earth—that there is nothing you cannot do, if you dedicate enough time and effort to it. You will become the most successful Diver ever to travel the galaxy and nobody will ever doubt you again!

Adrenaline Junkie

You've walked the Paris wastes alone, climbed inside the Johannesburg reactor crater and done enough space diving that it's essentially routine. The only thing that's left to do is explore the universe, and you are so ready for it.

MANNERISMS

When you are feeling confident, you...

- Walk straight, with squared shoulders
- Stand with your feet apart
- Talk loudly
- Are ready to help anyone
- Feel like wearing something flashy
- Interrupt those who know less than you
- Boast about your accomplishments
- Smile a lot

When you're feeling shy or lacking confidence, you...

- Avoid eye contact
- Walk looking down
- Cross your arms
- Apologize a lot
- Keep your hands in your pockets
- Fix your hair constantly
- Speak softly
- Laugh nervously during awkward silences

When you're bored, you...

- Yawn a lot
- Stare into the distance
- Hum to yourself
- Tap your fingernails on surfaces
- Toy with rings or other accessories
- Twiddle your thumbs

When you're feeling happy, you...

- Laugh a lot
- Smile at everyone
- Touch others affectionately
- Chit-chat constantly
- Comment on nice things like the food or the view
- Tell jokes

When you're feeling frustrated, you...

- Shake your head in constant disapproval
- Roll your eyes
- Crack your knuckles
- Exhale sharply and slowly
- Pace
- Tap your foot

TO DEFINE YOUR CHARACTER A BIT FURTHER, PICK ONE FROM EACH CATEGORY.

NERVOUS TIC

When the pressure starts to accumulate, stress manifests differently for everyone. Unfortunately for everyone, all PCs start with a nervous tic they use to cope with stress (see page 93). Most are totally involuntary, but after days upon days in close quarters with others, even the slightest spark can light a fire.

Nervous Tic (D20)

1	Coughing
2	Blinking
3	Wrinkling your nose
4	Clicking your fingers
5	Bouncing your leg
6	Touching other people
7	Touching others' things
8	Humming
9	Grunting
10	Sniffing
11	Repeating a phrase
12	Biting your nails
13	Flipping a coin or other small item
14	Fiddling with a pendant or bracelet
15	Pulling your hair
16	Cracking bones
17	Swaying
18	Pacing
19	Laughing loudly and nervously
20	Sighing constantly

FINAL DETAILS

Characters start with D20x100 Drake Coins (DC) to reflect the money they have left over after coming to Karum Station and paying for the mandatory orientation courses. Remember, staying in Karum Station is not free and most characters are smart enough to set aside some cash to pay their bills, instead of burning it all at the Red District or buying some fancy new armor. Details such as paying for your stay aboard Karum Station, which facilities and activities you have available to you there, which gear to purchase, and much more, are all discussed in Chapter 7: Karum Station.

Last but not least, give your character a name, gender, age (18+ as per KSA legislation!), nationality and any other details you wish—height, weight, skin color, hair style, anything goes! One of the few positive things about Karum Station is how it has become a cross sample of all old Earth's cultures, subcultures, races and traditions. You may use the NPC tables found in Chapter 5 (e.g. Nature, Quirk, random names) to help you further define your character.

IMPROVING YOUR CHARACTER

As they spend time venturing into the void and recovering pieces of valuable technology or knowledge, your Deep Diver will progress. Only by successfully delivering valuables to the KSA will you earn **Experience Points (XP)**.

All Deep Divers start at level 1. Each time a Diver (or crew) submits 1,000 DC in valuables to the Karum Station Authority (netting them 1,000 XP), they increase their level by 1. This does not have to be all at once. You may level up by recovering 400 DC in one mission, 300 DC in the next and another 300 DC later on for a cumulative 1,000 DC (and therefore 1,000 XP). All characters that took part in the mission earn the same amount of XP—it is not divided per character.

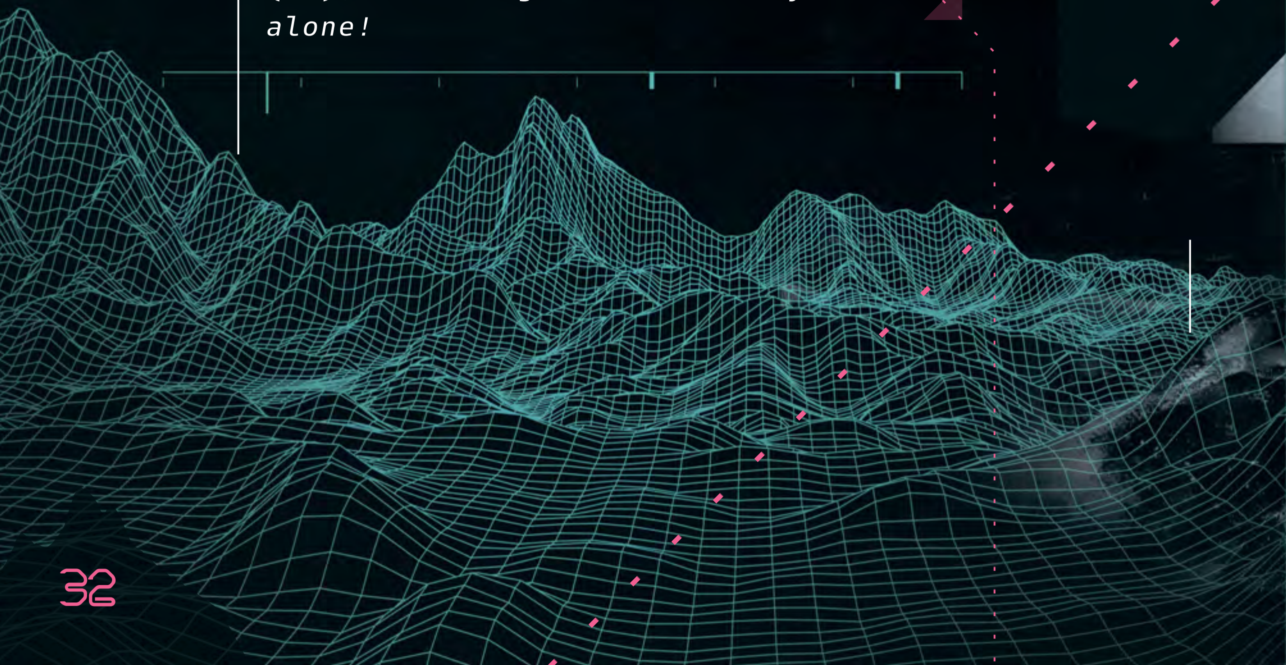
When your level increases, you gain the following benefits:

- Every level grants you 1 roll on the Talent table (pg 19)
- On even levels (2, 4, 6, 8, etc.) you gain 1 Skill point
- Every 3 levels (3, 6, 9, 12, etc.) you gain 1 Attribute point

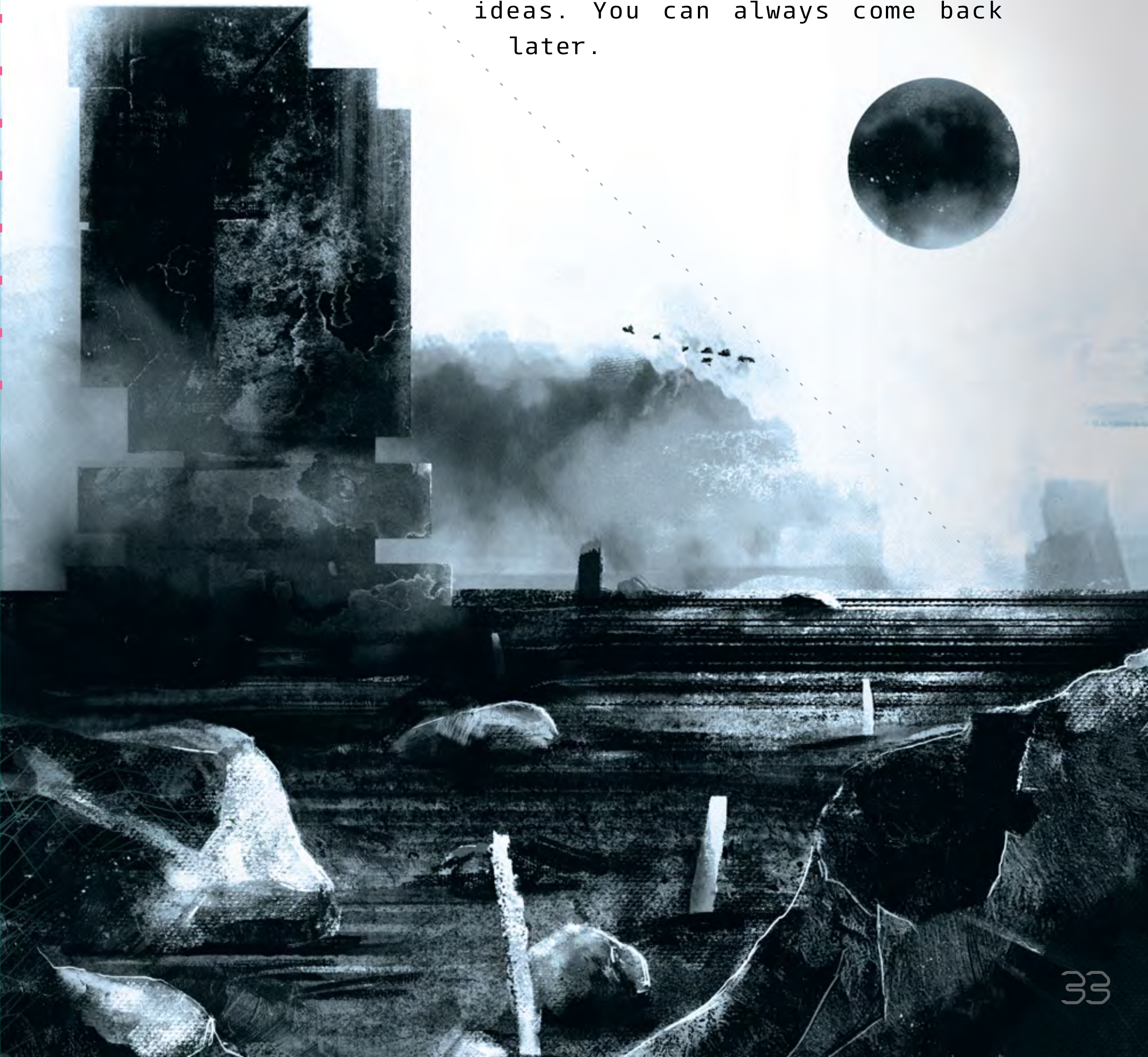
CHAPTER THREE

3: RULES

Across a Thousand Dead Worlds is a game of risk-taking, constant dread, a dash of boredom coupled with stress, sheer violence, bright moments and casual brutality. It is a game for exploring the insignificance of humanity, how its greed, wants and desires come to bear in the face of a cold, unknowable universe. To play, all you need is a complete set of polyhedral dice, a copy of the character sheet shown at the back of the book and a pencil. With those in hand, you can gather a group of friends, one of whom will take the role of Game Master (GM), *or even go at it totally alone!*



This chapter describes all the core mechanics and gameplay options of Across a Thousand Dead Worlds. You will learn how to perform the different kinds of checks and rolls, how to perform an attack, how to use your character's skills, how stress affects them and much more. With these rules in mind (and after gearing up in Chapter 7: Karum Station), you will be ready to start exploring the universe. You don't need to memorize everything here, simply familiarize yourself with the ideas. You can always come back later.



› ATTRIBUTE CHECKS

When a situation challenges a specific Attribute, the affected player must perform an Attribute Check. To make an Attribute Check, roll a D20 and add your Attribute score. If the result equals 20 or higher, you have succeeded! Attribute Checks include things like surviving being poisoned (CON), opening something by force (STR) or avoiding a trap (DEX). If the situation requires an Attribute Check, it will explicitly say so or the GM will ask for it.

› SKILL CHECKS

The other type of challenge found frequently in the world is the Skill Check. As detailed alongside the skill list in chapter 2, to make a Skill Check you roll a D20, add the appropriate Skill and add or subtract any situational modifiers. If the result equals 20 or more, you have succeeded! Skill Checks include things like using weapons, finding things or persuading others. Situational modifiers are specifically stated in the rules (enemy abilities, environmental conditions, a task's difficulty) and can positively or negatively affect a Skill Check.

PERFORMING NON-SKILL ACTIONS

This game's skill list is not exhaustive. When a character inevitably attempts an action not covered in the skill list, simply use the most appropriate Attribute. For example, if a character needs to run very fast while jumping over obstacles, we would use DEX. If they must run for a very long distance we could use STR or even CON. Use common sense and don't let doubt slow down the action. Remember, menial tasks do not need a Skill or Attribute check, only actions that pose a challenge or whose failure would make the scene interesting.

ASSISTING ON A SKILL CHECK

One character may help another perform a Skill Check if they are in the position to do so. This requires both characters to be undistracted and able to see the same task simultaneously. When these conditions are met, the character receives +2 to any applicable Skill Check that does not involve combat.

OPPOSED CHECKS

When a player character is in direct competition with another character (PC or NPC), an Opposed Check is used to determine who is successful. Whether this is an Attribute check (such as STR versus STR) or Skill check (such as Manipulation versus Manipulation), both parties must make a standard roll. Whoever rolls the highest result wins the contest. If there's a tie (failure or success), both characters re-roll until there's a clear victor.

ADVANTAGE & DISADVANTAGE

Some situations, skills, gear or effects may influence your capabilities in a positive or negative manner. When for any reason you have Advantage, you perform the check by rolling 2D20 and choosing the more favorable of the two results. On the other hand, when you have Disadvantage you must roll 2D20 and choose the less favorable result.

› DIFFICULTY

Sometimes an action's circumstances will make success easier or more difficult. On those occasions, one of the following difficulty modifiers will be added to (or subtracted from) the check's total.

If you are unsure of an action's difficulty, you can also determine it randomly by rolling a D8.

Diffuculty Modifiers (d8)

1	Child's Play +15
2	Effortless +10
3	Easy +5
4-5	Normal 0
6	Demanding -5
7	Hard -10
8	Almost Impossible -15

EXAMPLE

Aiming at someone a hundred feet away on a moonlit night might be considered Hard, while shooting at a sitting target ten feet away would be considered Easy. Use logic and common sense to judge each situation.

CRITICAL FAILURE & SUCCESS

Rolling a 1 on a D20 (a natural 1) during either type of check is considered a Critical Failure: the worst possible consequence takes place. On the other hand, rolling a 20 (a natural 20) grants a Critical Success: the best possible result takes place. Combat-specific consequences are detailed on page 66, but on other occasions the PCs and GM decide on the most appropriate consequence.

SUCCESS LEVELS

For most checks, like combat rolls and tracking checks, it is enough to know whether you succeeded or failed. For other checks however—such as social Manipulation—it is useful to know how well you succeeded. Measuring Degrees of Success is straightforward: compare your check's total with the table below and then you (or the GM) interpret the results. Some tasks require a greater-than-normal success level. These occasions will be pointed out clearly in the rules.

	Success Level
20-24	Normal
25-30	Great
31-35	Impressive
36+	Incredible

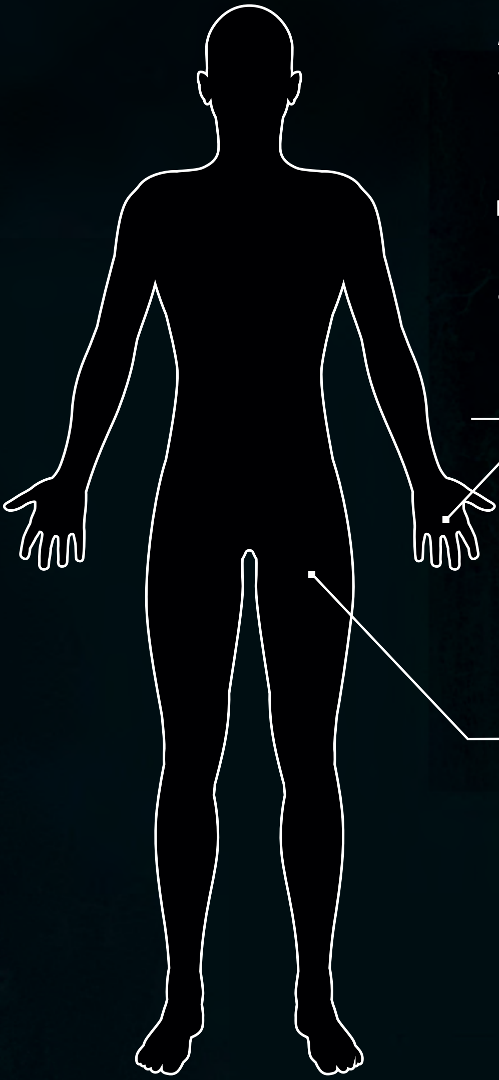
EXAMPLE

Abayomi finds herself once again at the Red Asteroid, wanting to impress a team captain so she can join their crew. Within view of the captain, she gets into an arm-wrestling competition with another patron. The GM rules that the difficulty is Normal (+0), and Abayomi has a neural implant that allows her to roll STR Checks with Advantage, so she is confident this is going to work out. This is an Opposed Check: the patron (STR 12) rolls a 10, for a total of 22, while Abayomi (STR of 9) first rolls a 1, which is a Critical Failure! Thanks to her Advantage she can roll again though, this time obtaining a 7 on her D20 for a 16 total. Since the patron's roll is higher than Abayomi’s, they win the match and embarrass her in front of the captain, who walks away shaking their head.

TRACKING GEAR

All Deep Divers are issued a standard collection bag for holding personal gear and objects of interest found during a mission. Write down the objects your character is wearing or carrying (e.g. their jacket and weapons) in their respective slots in the character sheet. This limits the amount of gear a character may wear at a time (technically humans can wear two shirts at once, but this is not allowed in *Across a Thousand Dead Worlds*), because a character only benefits from the effects of a specific piece of gear if they are wearing it!

- All characters carry a backpack which can hold a total of 15 GS. Characters cannot use more than one bag at a time.
- All items take up the number of Gear Slots (GS) noted in their descriptions.
- Only *Light* items fit in Pocket slots.
- (10x) Light items occupy (1x) Backpack slot.
- An item's GS is only counted when carried, not worn, so Armor (GS: 3) takes up 3 spaces in a character's bag, but 0 if the character is wearing it.



HANDS

Weapons require either one or two hands to be wielded (as specified in its description). A two-handed weapon takes both Hand slots—simply write it down in one Hand slot and mark the other with an "X." One-handed weapons allow the PC to carry something else in the free hand.

POCKETS

Aside from their backpack, characters also have pocket slots which can hold 1 Light item each. Characters start with 10 pockets, but some gear grants additional pockets.

COMBAT

While journeying through the void, you will undoubtedly be assaulted by terrible creatures, newcomers zealously protecting their treasures and ancient guardians of left-behind relics. Most of these violent encounters are incomprehensible visions from hell, turned real and loosed upon the galaxy—these creatures will not be open to dialogue, to say the least. Your only option is to fight for your life.

Every detail of combat is important, so what follows is a quick summary of each stage for easy reference.. .

› BEFORE COMBAT BEGINS

- **STEALTH:** If any PC is being stealthy, follow the rules on page 82. They might gain advantage or avoid the combat altogether, depending on their results and choices.

- **ENCOUNTER REACTION:** Almost everything the PCs encounter during their travels will attack on sight, but there is always a chance, however small, that they get lucky. Roll a D10: 1-8 the creature attacks; 9-10 the creature ignores the party and leaves the Area.

› COMBAT SET-UP

1) Take a blank Combat Grid or pre-existing battle mat

2) Randomly place cover (or identify the pre-existing map's cover)

3) Determine position

4) Call for Initiative rolls and begin combat

COMBAT SEQUENCE

- PCs (and fully fleshed out team members) spend Stamina (page 55) to attack and take other actions during their turn. Meanwhile, enemies follow their combat behavior pattern (page 274) and simplified team members make one attack per round.

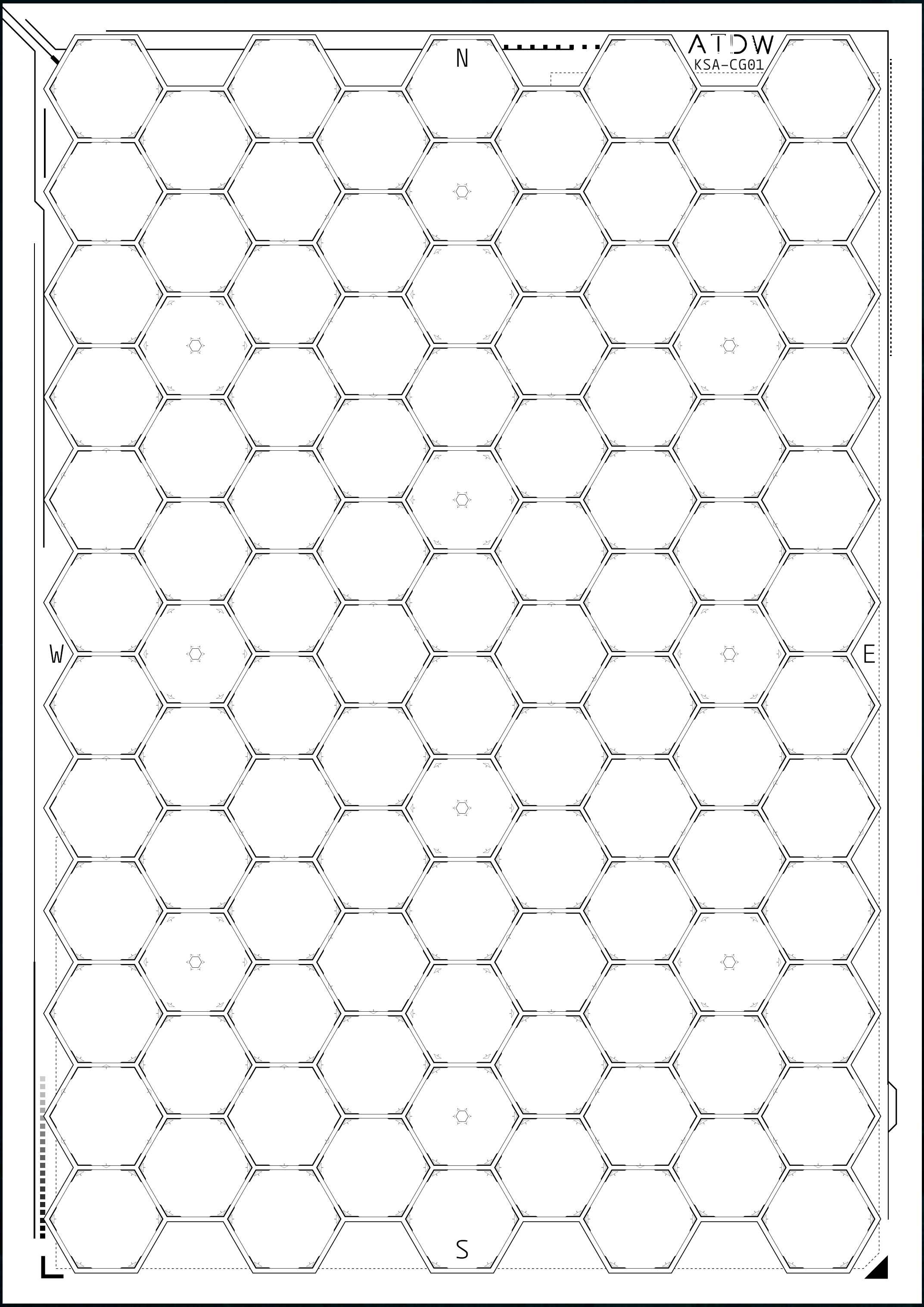
- Movement: All combatants (enemies, PCs and NPCs) can move once per round during their turn (page 57).

- The goal of combat is to deal high enough damage to bypass the target's CON. Unless you're using Lingering Damage (page 73), damage only measures if the attack Knocks Down or Wounds the enemy (see page 74).

- When PCs receive Wounds, they must roll on the Injuries table (page 76). Most PCs can only suffer a maximum of 3 Wounds before dying. When an enemy receives a Wound they get closer to being defeated, but if they recover from being Knocked Down they roll a special recovery status (page 59).

- Combat in *Across a Thousand Dead Worlds* takes place in a hexagonal Combat Grid. All combatants are physically represented with miniatures or tokens to help players clearly visualize the action round after round and avoid potential confusion during fights with many combatants. If your group wants an alternative to the Combat Grid, page 80 includes advice on running zone-based combat, which requires no physical aids.

(Combat Grid Sheet KSA-CG01)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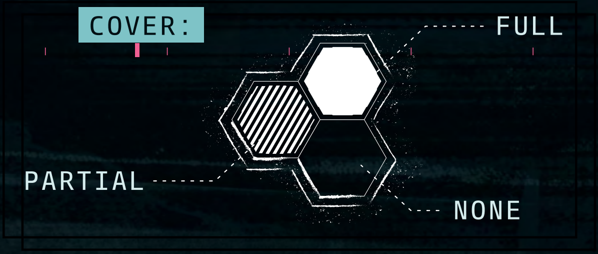
COVER

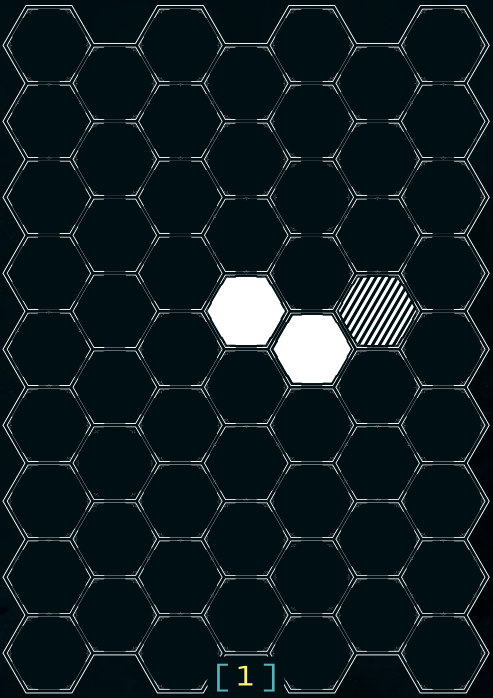
Whether you're calculating line of sight or taking shelter from ranged attacks, cover is an important factor in combat. Ranged Combat skills have -2 to target combatants behind partial cover and -5 against combatants behind full cover. When playing with a group, the GM can place any cover they want or none at all. When playing GM-less there are two options:

1. Place 3 pieces of cover: The largest crosses 3 hexes and offers partial cover. The next crosses 2 hexes and offers full cover. The last grants 1 hex full cover.

2. Alternatively, roll on the Random Cover table.



Random Cover (D20)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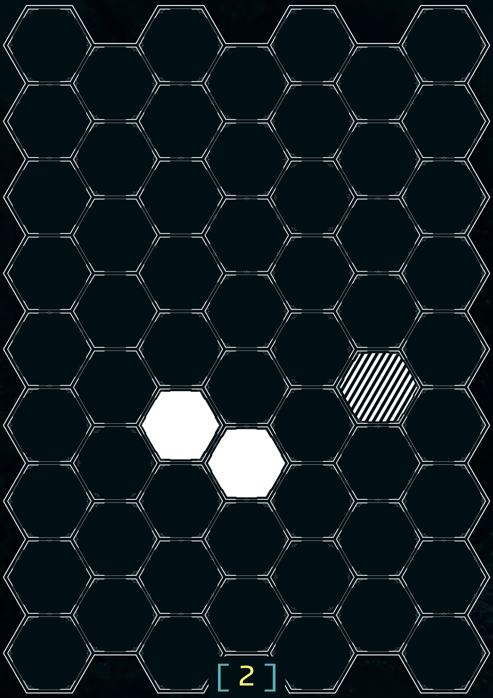
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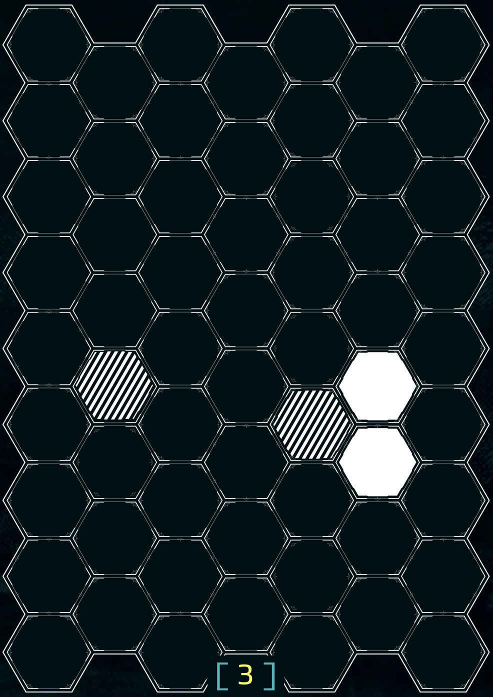
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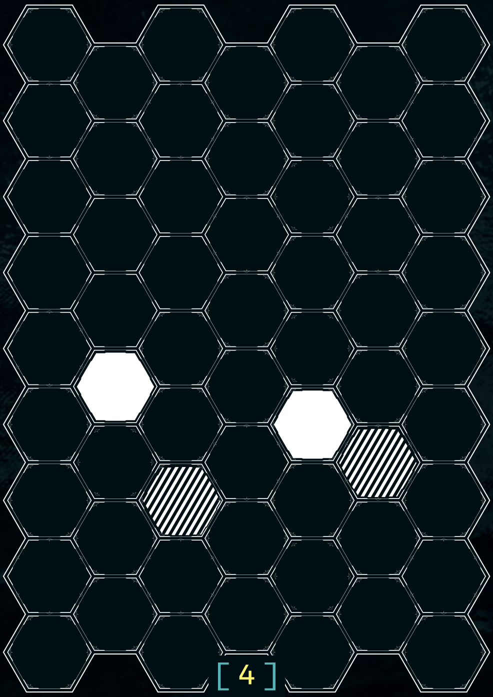
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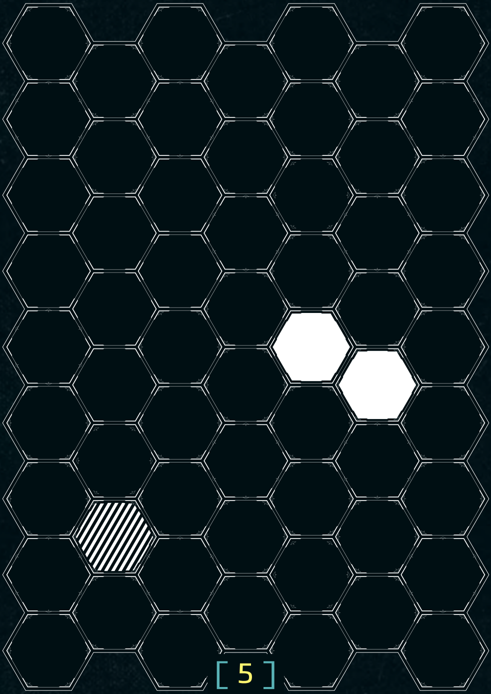

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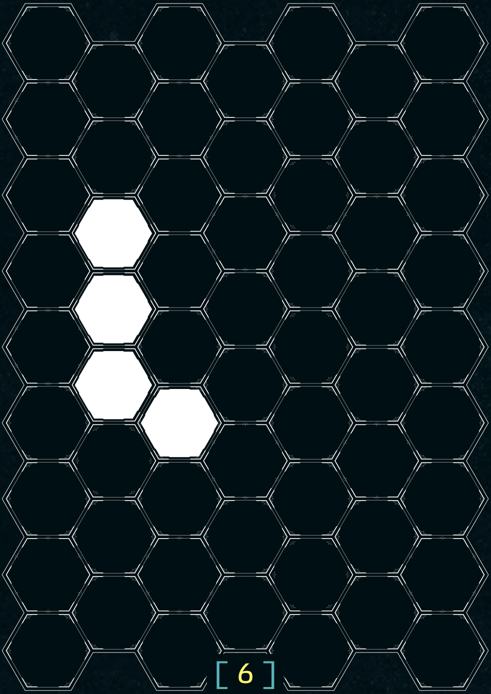

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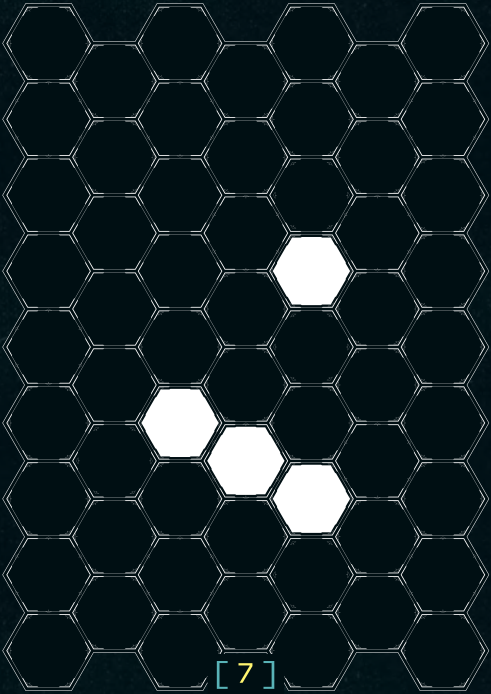

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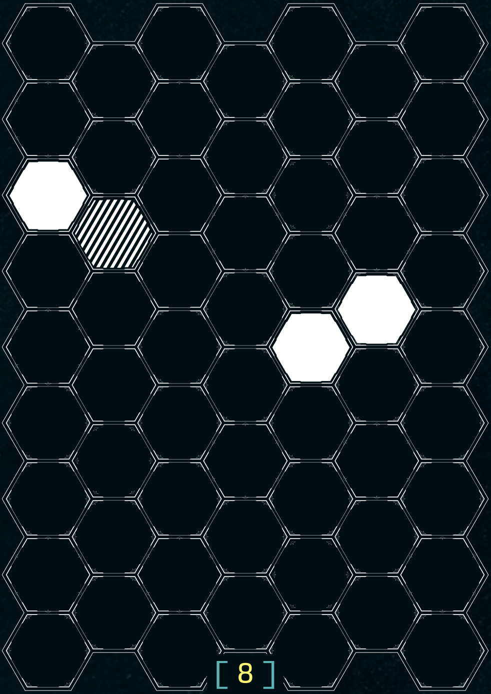

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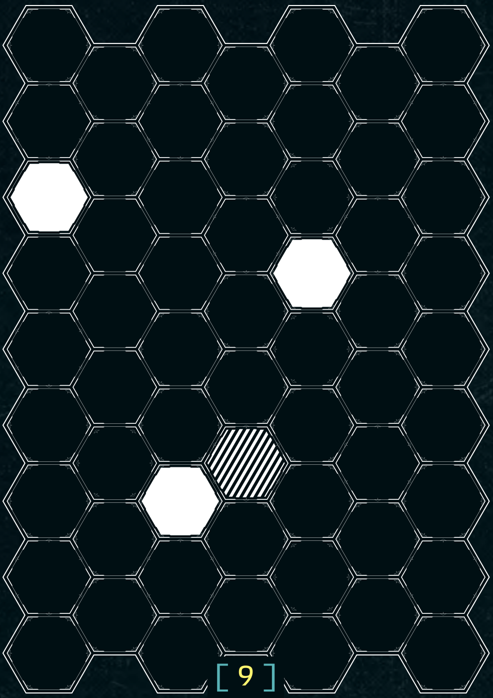

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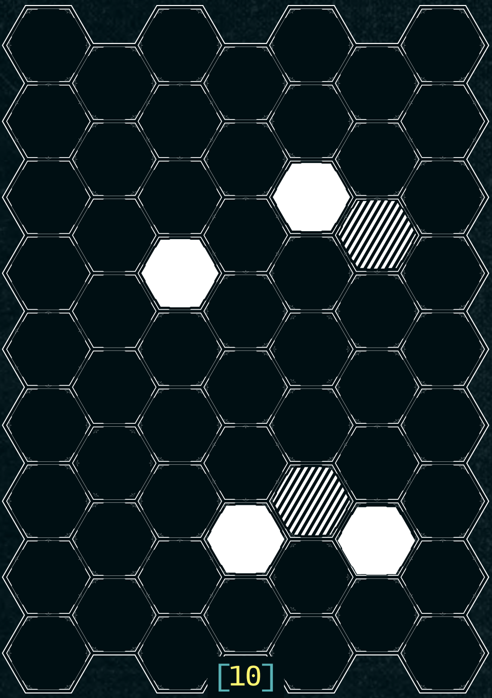

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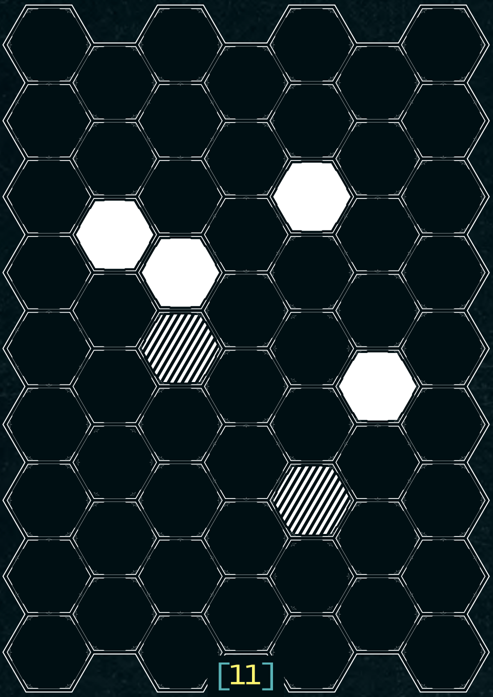

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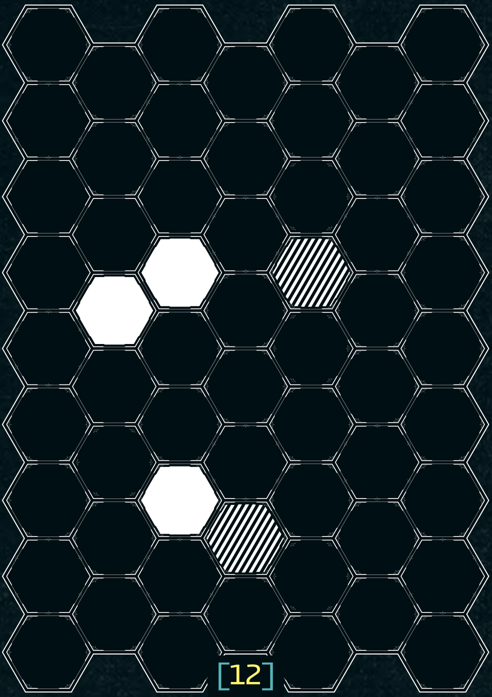

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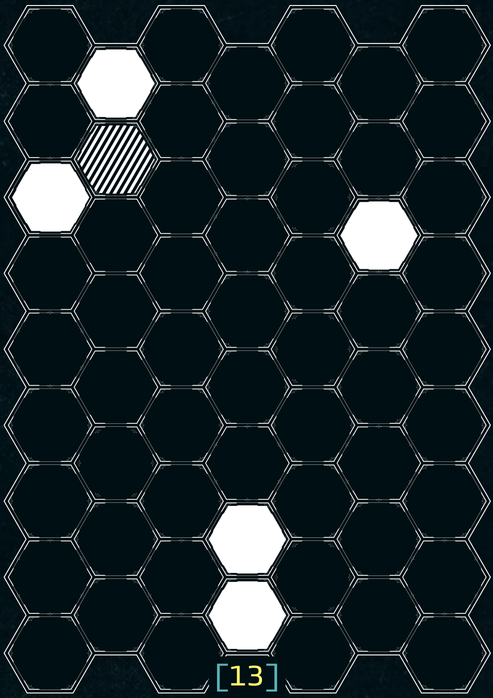

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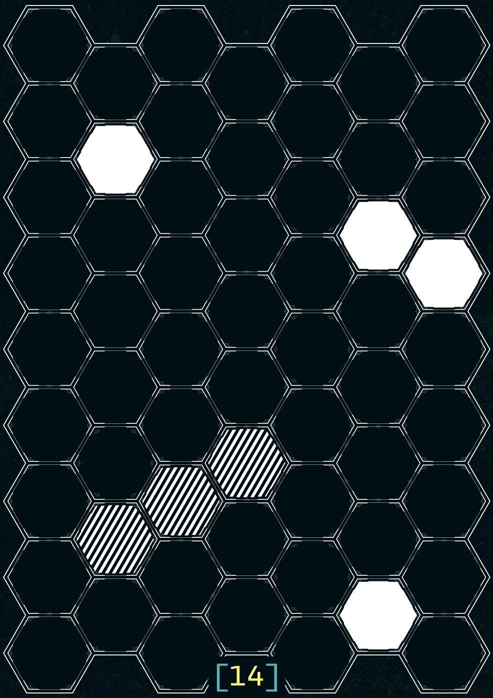

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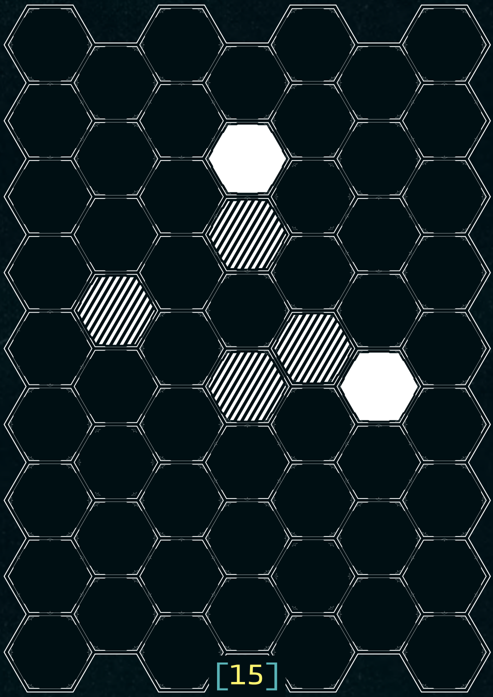

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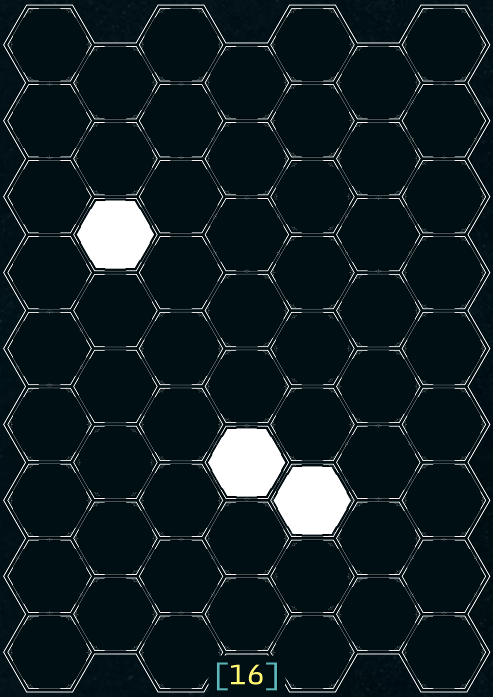

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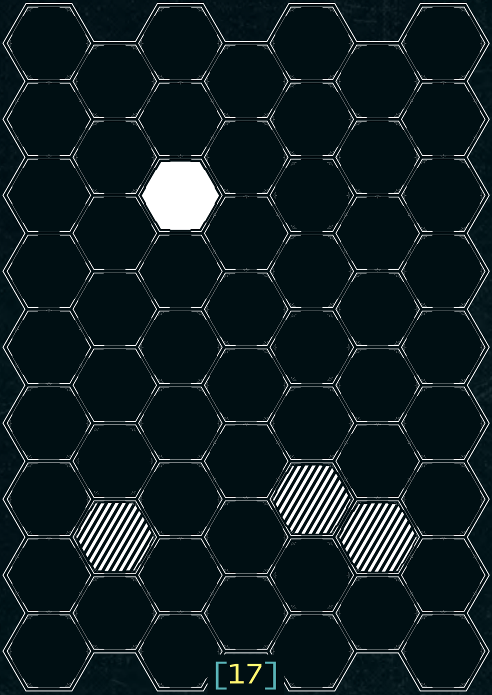

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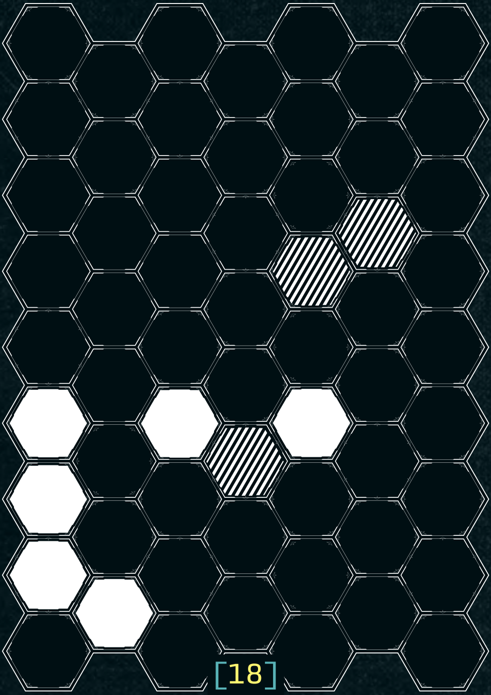

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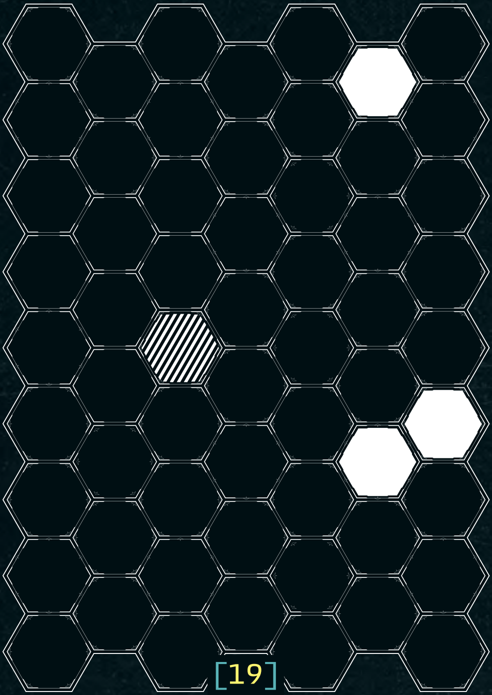

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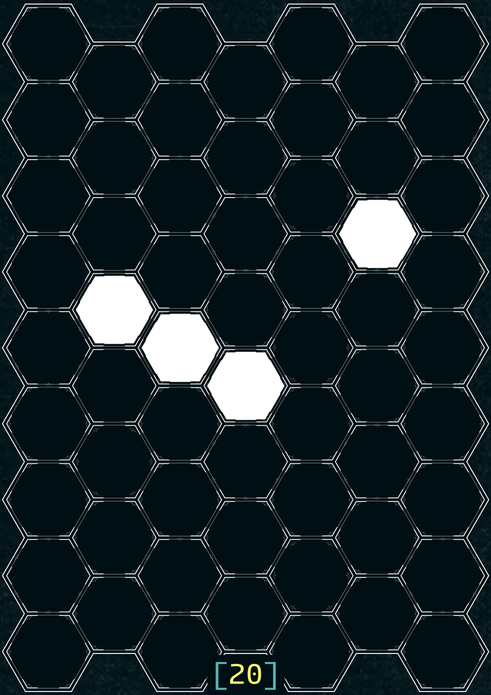

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PLACING CHARACTERS IN THE COMBAT GRID

With the combat area determined, it's time to place all the combatants (enemies, characters, other NPCs) on the Combat Grid and determine if either group has the element of surprise. If the PCs are being Cautious (page 82), disregard surprise.

Placement (D4)

[1] North [2] East [3] South [4] West

Surprise (D6)

[1-2] No surprise [3-4] PCs are surprised [5-6] Opponents are surprised

- Roll for Placement, once for each group. If both groups must be placed on the same side, they must be as separate from each other as possible, while remaining on the same side.
- Combatants are placed on the first hex row of their side. If the first is full, place them on the second (and so on).

> SURPRISE

If one side surprises another, they gain +2 to their Initiative. If the party surprises their opponents, they can choose their positions after the enemies are placed. Otherwise, they deploy on their side's first hex row, as usual.

If the PCs have surprise (or if neither side has surprise), roll on the Encounter Activity table to determine what the enemy was doing before the encounter. These results might alter the nature of the encounter—for example, a sleeping opponent would be much easier to surprise or even kill without retaliation. Use common sense when determining what to do in each case.

Encounter Activity (D8)	
1	Resting or eating (if appropriate)
2	Fighting another of its kind
3	Fighting another creature (determined randomly)
4	Patrolling or keeping watch
5	Fleeing
6	Recovering from a recent battle
7	Preparing a base or lair
8	Behaving according to its species (grooming, marking, on stand-by, etc.)

> INITIATIVE

Set-up ends when each combatant rolls a D10 (plus Speed if applicable) to determine their Initiative. Higher rolls act first, with tied combatants re-rolling against each other. Initiative is only determined once, at the beginning of combat. This order of action is maintained unless otherwise specified. For example, combatants may spend 5 Stamina once per round to increase (or decrease) their place in the initiative by 1.

Speed (X): Grants the combatant a bonus to Initiative rolls equal to the number in brackets. This can come from many sources, including gear, talents and inherent abilities.

> TURN VS ROUND

To understand combat you must know the difference between a turn and a round. A turn is a single combatant's chance to act, while a round is the sum of all combatants' turns (both Player and Non-Player Characters). When all combatants have taken one turn, that round ends and another begins.

› STAMINA

When it's a PC's turn in combat they must choose which actions to take, but a person can only do so much. Every combat action costs Stamina, with different actions requiring more or less. PCs start with 10 Stamina to spend every round (which can be modified with special Talents, enhancers and gear). If a combat situation takes place underwater or in zero-G, every PC's max stamina is reduced to 8 to reflect the awkwardness of the environment—they must spend the rest of their energy remaining stable!

STAMINA COSTS

- **Standard Attack:** 5 Stamina
- **Heavy Attack:** 8 Stamina (with a *Powerful* weapon, +1D6 damage)
- **Fast Attack:** 3 Stamina (with a *Quick* weapon, -2 to Combat skill)
- **Defensive Maneuvers:** Variable (see below)
- **Switch/Draw Weapons:** 5 Stamina
- **Use or Retrieve an Item:** 5 Stamina
- **Stand or Help Someone Stand:** 5 Stamina
- **Adjust Initiative by 1:** 5 Stamina
- **Maintain Stealth:** 5 Stamina/round

> OPTIONAL RULE: COMBAT STANCE

After initiative is rolled, players can choose their PC's Combat Stance (NPC stances are described on their profile or picked by the GM). A Stance's benefits and drawbacks last for as long as the character maintains that stance, both while attacking and defending. PCs can only change their Combat Stance when a new round begins—before any combatant has acted that round.

Combat Stance (D6)	
[1-2]	Defensive
[3-4]	Neutral
[5-6]	Aggressive

DEFENSIVE STANCE

- -2 Initiative
- Must spend 6+ Stamina on defensive maneuvers each round
- -4 Attack
- +4 Defense

NEUTRAL STANCE

This stance has no effect on a character's statistics.

AGGRESSIVE STANCE

- +2 Initiative
- Must spend 6+ Stamina on offensive maneuvers each round
- +4 Attack
- -4 Defense

› MOVING

All combatants (enemies, PCs, NPCs) can move once per round during their turn. Unless otherwise specified, unenhanced bipedal humanoids (and mobile creatures without feet) can move 1 hex/round. Quadrupedal and sexapedal creatures can move 2 hexes/round.

The following considerations apply:

- Combatants can move before OR after they take all their actions.
- No combatant can move twice, no matter their speed or enhancements.
- A combatant may forfeit their action (i.e. all their Stamina) to move one extra hex.
- Combatants may move freely through hexes occupied by allies, but cannot finish their movement in an occupied hex.

> COMBAT RESOLUTION

To attack, combatants roll a D20 and add their Close Combat or Ranged Combat skill, depending on their weapon. This may be modified by different factors such as enemy abilities or wounds received.

- **CLOSE COMBAT:** In melee, the attacker gains an Attacker Bonus of +2. All combatants add their corresponding attack skill and modifiers, and whoever rolls highest scores a hit. Yes, this means that an attacker may end up receiving damage in their turn!

- **RANGED COMBAT:** The attacker rolls to attack while the target tests DEX. If the attacker rolls higher, they score a hit. Targeting an enemy in your melee range inflicts a -2 penalty. Even at range though, a shot fired into a melee has a 50% chance of hitting the wrong target.

- If there's a tie, the combatant with the highest Attribute or Skill value wins (ignoring the rolls and modifiers). If there's still a tie, the attacker wins.

- If the attack is successful, roll a Hit Location and calculate damage. All PCs have a base damage of D10 plus their weapon's damage and any modifiers from the Hit Location.

- When attacking a Swarm, do not roll on the Hit Location table—all damage is automatically modified by +1.

- If the damage total exceeds the target's CON, the target is Knocked Down—they can only move 1 Hex per turn, cannot spend any stamina and, if they are hit while Knocked Down, they receive a Wound (page 74).

- Being knocked down only ends with a Recovery Check—pass a WIL check and spend 5 stamina to get back up.

> ENEMY COMBAT RESOLUTION

As opposed to PCs, opponents have a single Attack Skill and act by following their behavioral matrix (page 274). If they get Knocked Down, they roll a Recovery check on their turn as normal. If successful, they can act but have Disadvantage to all rolls for the rest of combat (except for Synthetics, which act normally). If unsuccessful, they remain Knocked Down and as such cannot attack, performing all defensive rolls with Disadvantage until they succeed at a Recovery Check.

- When an NPC combatant makes their first attack, roll to determine who they target (or who they target next, once that target is incapacitated). If a result doesn't apply, they default to attacking the closest threat.

NPC/Creature Target (D10)

1-2	Closest threat
3-4	Most wounded opponent
5-6	Ranged opponent
7-8	Most protected opponent
9-10	Most dangerous opponent

- If the enemy has a Defense stat, they can subtract that many points from Attack rolls in the same way PCs use Stamina for defensive maneuvers. Defense will be subtracted from attacks in the order they take place, you don't need to decide which attacks the creature defends from.

- When an enemy recovers from being Knocked Down, roll a D6 to determine their Recovery Status: [1-2] Bloodied, [3-4] Cornered, [5-6] Overwhelmed. Each status modifies the enemy's behavior or abilities, as detailed in their description. Guardians are not affected by this rule.

› HIT LOCATION

As mentioned above, once an attack is successful we must determine where it hits, depending on the creature's shape. Don't forget that successful enemy creature attacks must also roll on the Hit Location table.

HIT LOCATIONS

Humanoid (D10)

Roll	Location	Damage Modifier
1	Feet	-1
2	Legs	-1
3	Waist	0
4	Hands	0
5	Arms	0
6-8	Torso	+1
9	Back	+2
10	Head	+3

Quadruped/Sextuped (D10)

Roll	Location	Damage Modifier
1-2	Hindlimb	-1
3-6	Forelimb	0
7-9	Body	+2
10	Head	+3

Serpentine (D10)

Roll	Location	Damage Modifier
1-2	Lower Body	-1
3-6	Middle	0
7-9	Upper Body	+2
10	Head	+3

> DEFENSIVE MANEUVERS

When targeted by an attack, a PC can spend Stamina to dodge and parry. Each point spent inflicts a cumulative -1 modifier to the chosen opponent's attack roll (whether melee or ranged). For example, a PC facing two opponents could spend 5 Stamina to give one -3 to attack and the other -2 to attack.

> ARMOR

There are many different varieties of Armor in *Across a Thousand Dead Worlds*, from a Diver's full body armor to the strange protective shells of alien beasts, but it all works the same way.

- **Armor (X):** This insulates the wearer from incoming damage, making it less likely that they take a Wound. The number between brackets indicates how many damage points are blocked per attack.
- **Armor Penetration (X):** Attacks which penetrate armor ignore an equal number of armor points.

If the Hit Location is protected by a piece of armor, the player may choose to sacrifice that section of armor to avoid receiving a Wound. The armor piece is destroyed and the armor's total protection is reduced by one.

A "Hands" result damages the character's gloves (if worn) or their weapon. A damaged weapon may be repaired with a Technology check outside of combat, but this advances the Time Track D4 positions.

EXAMPLE

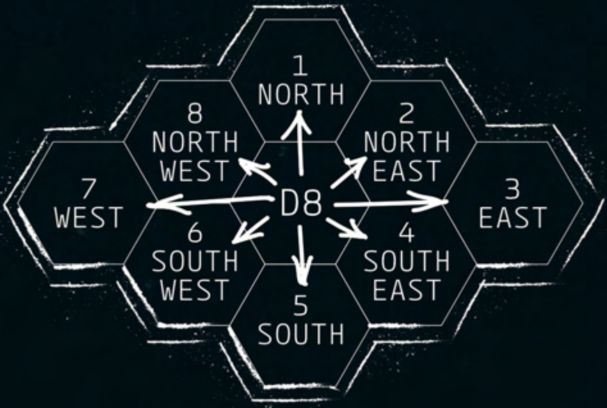
Richard scores a hit against the terrifying beast that devoured Amalia. He rolls 15 damage, but the beast's protective chitin grants it 5 Armor (15 damage – 5 armor = 10 total). The beast's CON is 12, so that's not enough to knock it down. Later in the round, the creature hisses and hits Richard with an attack while he's Knocked Down. He's in a bad spot—this Wound would have been fatal, but fortunately the creature rolled Head as its Hit Location and he's wearing a sturdy helmet. He lets the helmet absorb the Wound, leaving it useless in the process. With a groan, Richard throws what's left of his helmet to the ground and empties a full clip of Armor Penetration (2) bullets into the creature's face. He rolls 20 damage, and while the beast has 5 Armor, the Armor Penetrating bullets bypass 2 points of it, (20 damage – 3 armor = 17), which is more than enough to bypass the beast's CON of 12. The creature is Knocked Down!

> LINE OF SIGHT

When using the Combat Grid, it is crucial to know what each combatant can see—that is, what is in their Line of Sight (LoS). To determine whether a combatant can see a target, trace an imaginary line from one side of their hex to any part of the target's hex. If the line doesn't pass through or touch an object or an effect like a wall or cloud of smoke, they can see their target. If their LoS intersects with cover, their view is partially blocked—ranged attacks are at -2 for partial cover and -5 for full cover, as described in the Cover rules.

> THROWN EXPLOSIVES

Whether it's a grenade or a smoke bomb, a successful DEX check is required to land a thrown explosive on target. If successful, the explosion happens right where you wanted it to. On a failure, the explosive lands D4 hexes away from the target hex in a random direction (D8: [1] North, [2] North-East, [3] East, [4] South-East, [5] South, [6] South-West, [7] West, [8] North-West).



If this causes the explosive to exit the combat grid, it is lost without consequence.

AREAS OF EFFECT

Explosives (including explosive creature attacks) have one of several Areas of Effect (AoE), specified in its description. The most common are:

BLAST:

Affects hexes directly in front of the user. As shown below, a Blast 2 would affect the two most adjacent rows while a Blast 4 would affect 4 rows.

BURST:

Affects all hexes adjacent to the user—potentially more, depending on its strength. The user's hex is not affected by a Burst AoE.

EXPLOSIVE:

Affects the target hex and all adjacent hexes—potentially more, depending on its strength. This is typical of grenades and similar weaponry.

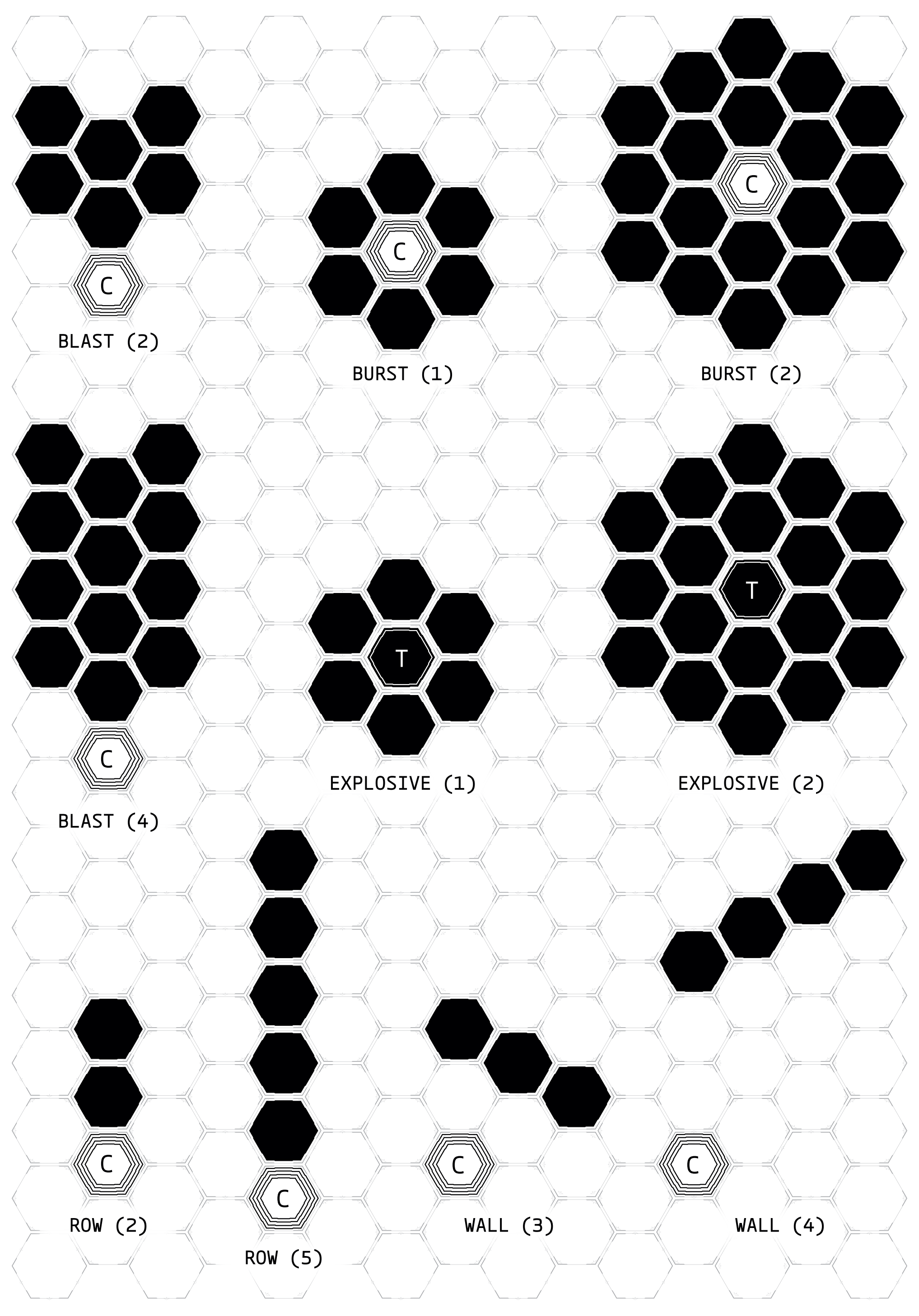
ROW:

Affects the hexes directly in front of the character, as shown below.

WALL:

Affects 3 (or more) hexes in a row chosen by the user. The Wall AoE can be placed as far from the user as its range allows.

(Area of Effect Reference Sheet)


C
BLAST (2)
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ROW (2)
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ROW (5)
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WALL (3)
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WALL (4)

> CRITICAL HITS AND MISSES

Luck plays a factor in every combat, no matter how experienced its participants.

CRITICAL HIT: Rolling a 20 (what is called a natural 20) while using a Combat skill results in a Critical Hit. This means you bypass the enemy's defenses and automatically Knock Down (if standing) or Wound (if already Knocked Down) the opponent.

Critical Miss – Melee (D10)

1) **Swung Too Hard**: Without the resistance of a successful strike, you lose hold of your weapon. Spend 5 Stamina to either recover it or draw a different weapon.

2) **Slipped**: You step on something slippery. Test DEX or be Knocked Down.

3) **Moved Wrong**: You overdo it and pull a muscle. Test CON or reduce your Stamina by 3 for this encounter.

4) **Lost Confidence**: Now that you think about it, this is not looking good. Reduce your Initiative by 2.

5) **Panic Attack**: Test WIL or reduce your Combat skills by 2 for this encounter.

6) **Twisted Ankle**: You step the wrong way and now it hurts each time you move. Add +2 to all incoming damage.

7) **Exposed**: You swing ungraciously and leave yourself exposed. All enemies targeting you get a free attack.

8) **Unguarded**: You are fighting recklessly. You cannot spend Stamina on defensive maneuvers for the rest of this encounter.

9) **Exhausted**: The fight’s weight suddenly overwhelms you. Roll Recovery Checks with disadvantage for this encounter.

10) **Terrible Swing**: You miscalculate badly, not only missing your target but hitting yourself. Roll for damage as normal.

CRITICAL MISS: Rolling a natural 1 while using a Combat skill results in a Critical Miss. Roll on the appropriate Critical Miss table to see what happens.

All combatants can perform Critical Hits, but only PCs and human NPCs may suffer the effects of a Critical Miss—on a natural 1, non-human opponents simply miss.

Critical Miss - Ranged (D10)

1) **Jammed Weapon:** It won't fix itself! Either spend all your Stamina unjamming it or spend 5 Stamina to drop it and draw a different weapon.
2) **Slipped:** You step on something slippery. Test DEX or be Knocked Down.
3) **Dropped Weapon:** Your weapon slips from your sweaty hands. Spend 5 Stamina to either recover it or draw a different weapon.
4) **Loss of Confidence:** Now that you think about it, this is not looking good. Reduce your Initiative by 2.
5) **Panic Attack:** Test WIL or reduce your Combat skills by 2 for this encounter.
6) **Shattered:** Instead of firing, your weapon blows up in your hands. You are unscathed but your weapon is scrap.
7) **Exposed:** You step to the wrong side, leaving yourself exposed. All enemies targeting you get a free attack.
8) **Unguarded:** You are fighting recklessly. You cannot spend Stamina on defensive maneuvers for the rest of this encounter.
9) **Exhausted:** The fight's weight suddenly overwhelms you. Roll Recovery Checks with disadvantage for this encounter.
10) **Bad Luck:** In a twist of fate you not only miss your target, but the bullet ricochets and hits you. Roll for damage as normal.

> SUPPRESSIVE FIRE

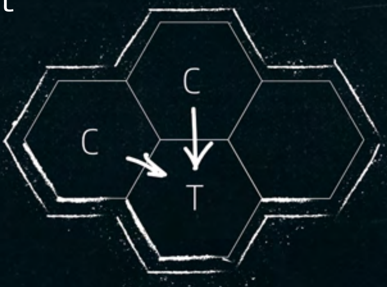
Instead of targeting an enemy, a combatant wielding a *Full-Auto* weapon can spend 10 Stamina to deter enemy action within 3 hexes in the weapon's range. Any combatant who enters the suppressed hexes instantly suffers the weapon's damage. This action consumes 1 Ammo and lasts until the combatant's next turn.

> OVERWATCH

A character can choose to delay their action until an enemy enters their line of sight or attacks them. When this happens, they immediately act regardless of initiative order.

(Flanking Diagram)

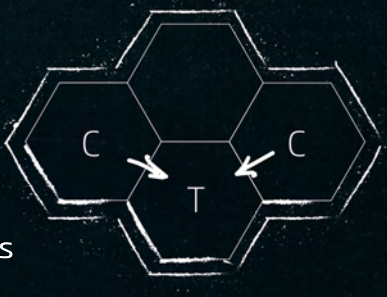
ADJACENT



> FLANKING

When two allied combatants occupy opposite sides of an enemy's space, they are Flanking that enemy. Each of them receives +2 to combat rolls against that enemy.

OPPOSING



› DESPERATE ATTACK

A melee combatant can cast all caution aside to focus on their attack (adding an extra D10 to their Combat Skill), but doing so leaves them open to potential attacks. The next attack against them adds a D10 as well.

› DISENGAGING & ATTACKS OF OPPORTUNITY

To escape from a melee, a combatant must pass an opposed DEX Check against the opponent with the highest DEX. If the character avoids their most agile opponent, they easily do the same with the others. If they fail, they can still move away but all enemies in the melee will perform an attack of opportunity that hits automatically.

› ESCAPING COMBAT

A combatant is considered to have escaped combat completely when they exit the area from any side of the Combat Grid.

// COMBAT EXAMPLE

Amelia, who has lost all her gear except her trusty crowbar (an improvised weapon), finds herself engaged in combat with a strange mechanical guardian.

Both Amelia and her opponent roll a D10 for Initiative. Amelia rolls a 6 and the guardian a 3, so unless something drastic happens Amelia will go first for the combat's duration. As her turn begins, it's time to spend Stamina (like most Divers, she has 10). She wants to keep 5 in reserve for dodging attacks, so she spends the other 5 on a Close Combat attack with her crowbar. To make a melee attack, she rolls a D20 for herself and another for her opponent. She rolls a 17 and adds modifiers—plus 8 for her Close Combat skill, plus 2 for being the attacker—her total is 27, while the guardian rolls a 6. Success! Time to roll damage. She rolls D10 (the base damage) plus the weapon's damage modifier (+4) and rolls a D8 to determine the hit location. The crowbar's damage is 6 + 4 and the hit location was a 3—a hit to the waist which doesn't modify the damage—for a total of 10. Did the damage exceed its CON? She checks the guardian's CON, which is also 10—a tie means it resisted her attack. Having taken all the actions she wants, Amelia's turn is over. Now the enemy attacks! Both Amelia and the guardian roll a D20, but Amelia chooses to spend her other 5 Stamina on defensive maneuvers to modify its attack by -5. Unfortunately, the guardian rolls a natural 20—a critical hit that automatically bypasses Amelia's defenses and causes her to be Knocked Down. This marks the end of round one.

CONTINUED ▼

Onto round two, Amelia acts first again. She is Knocked Down, so she can only try to get back up by performing a Recovery Check. She rolls a 14 on her D20 and adds her WIL of 6, which is just enough to get up! The Recovery Check costs her 5 Stamina though, so she ends her turn without taking an action—she plans to spend the other 5 Stamina dodging the guardian's attack. It's the creature's turn and it attacks again, so both it and Amelia roll a D20. The guardian rolls a 7 (+2 as attacker, -5 from Amelia's defenses) for a total of 4. Amelia rolls a 12 (+8 from her Close Combat skill) scoring a 20! Despite being on the defensive, she scores a hit. Her D10 damage roll is 8, + 4 (from the crowbar), – 1 (for rolling the hit location Feet) = 11. The guardian's CON is 10, so it is Knocked Down! This marks the end of round two.

Amelia acts first as usual, so this is her opportunity to end the combat once and for all! This time, she decides to spend 8 Stamina on a heavy attack (for +D6 damage), since her crowbar is a two-handed weapon. This leaves her with only 2 Stamina for defensive maneuvers, so she better not miss! Her roll is a 12, +8 (Combat skill), +2 (Attacker Bonus) = 22, while the guardian rolled 13 and 15 and must take the 13 (enemy combatants roll with Disadvantage while Knocked Down), so Amelia scores a hit. Her damage is 6 (base D10) + 4 (from the crowbar) + 3 (for rolling the Hit Location 10. Head) +4 (on the Heavy Attack's bonus D6) = 17. The result is higher than the guardian's CON (10), and since it's already Knocked Down the attack inflicts a wound. Since the creature can only endure 1 Wound, Amelia kills it, putting an end to the combat.

> OPTIONAL RULE: RANDOM COMBAT EVENTS

Once per combat, to spice up the encounter, a PC may spend 1 Luck to trigger a Random Combat Event. These generally only affect their opponents, but some of them affect all combatants.

Random Combat Events (D10)

1-2	A random opponent trips violently and gets Knocked Down.
3	A random opponent gets entangled with the scenery (e.g. cables, vine-like flora) and loses their next turn completely.
4	A tremor forces all combatants to test DEX or become Knocked Down.
5	A random opponent's weapon becomes jammed—they must spend a round fixing it.
6	A new, random opponent joins the fight, attacking both sides.
7	A crew member's bag is struck, destroying (1x)Oxygen Pellet.
8-10	A random opponent is overcome with pain or malfunction, losing the ability to attack or defend for D4 turns.

> OPTIONAL RULE: LINGERING DAMAGE

Usually, damage that does not Knock Down or Wound a combatant has no lasting effect. To reduce the frustration this can cause when fighting opponents with very high Armor or CON, or to play a faster, higher stakes game, use Lingering Damage.

Each time a combatant damages their target but doesn't knock them down, they add a D4 to subsequent damage rolls. This cumulative damage pool benefits any combatant attacking that target, but resets when the target is finally Knocked Down. This emulates the many small bruises, cuts and gashes that slowly but surely build up during a fight, eventually causing death by a thousand cuts.

EXAMPLE

Igor uses his combat knife to strike the terrible cat-like creature that has been hunting his party for the last two days. Unfortunately, his 2D10 damage roll (plus his modifiers) is a 9—it's lower than the creature's CON of 12, so it is only slightly bruised. Next up, Sasha (Igor's partner) also hits the creature with a combat knife (2D10) but also adds a D4 for the Lingering Damage. The result is a mere 4 damage! In the next round, Igor once again manages to score a hit. This time he rolls 2D10 + 2D4, for a total of 15—enough to knock the creature down! All Lingering Damage is now reset back to 0.

Wounds, Healing & Death

› WOUNDS AND INJURIES

During combat (and sometimes outside of it), characters will receive Wounds and become injured. Each time a character receives a non-fatal wound (that is, if they can sustain more than 1 Wound) they suffer a cumulative -2 to all actions and must roll on the Injuries table. This determines the nature of the injury and its effects on the character. Rolling a natural 1 on the Injuries table indicates a Critical Injury—the effects of such a Wound may not be healed, ever. The effects of most other injuries end when the Wound is healed.

TREATING WOUNDS

Once combat is over a character may attempt to treat a Wound (theirs or somebody else's) by rolling a Medical Aid check and expending (1x)Medical Supplies. This can be done only once per Wound per Time Track. On a success, the wound is healed and the injury effects are removed. On a failure, the wound is still present and the injury's effects are still in play—you may attempt to heal it again once the Time Track resets. On a critical failure, the wound is not only not healed but also becomes Infected (pg 85). Get some Antibiotics quickly—a PC with 0 max Wounds is dead.

A Medical Aid check moves the Time Track forward by 1 whether it was a success or a failure (see page 128).

WOUNDS & DAMAGE RECEIVED OUT OF COMBAT

When a character receives damage out of combat (by falling, triggering security measures, etc.), they take the listed amount of damage. If the damage exceeds the PC's CON they automatically receive a Wound. Falling inflicts 1 Wound for every 10' of height (rounded down).

Injuries (D20)

1) **CRITICAL INJURY:** The character suffers an especially severe wound. Roll on the Critical Injuries table.

2) **GASH:** A deep wound cuts into the character's chest (-5 CON).

3) **IMPAIRED ARM:** The hit wounds the character’s arm, making it difficult to move (-5 to all actions that imply the use of hands).

4) **IMPAIRED LEG:** A direct hit to the leg causes the character to lose mobility (-5 DEX).

5) **INFECTED WOUND:** The wound has been quickly infected—it requires Antibiotics soon or it may never heal (see Infected, pg 85).

6) **BROKEN RIBS:** A violent hit to the rib cage shatters a few ribs (-2 Stamina).

7) **SLASHED LEG:** The character's leg suffers a deep cut, making it difficult to maneuver (no defensive maneuvers allowed).

8) **BANGED HEAD:** The character suffers a hit to the head. The shock makes them lose their next turn.

9) **DAMAGED VISION:** The character suffers a hit to their face, blurring their vision (-5 to all actions).

10) **BRAIN DAMAGE:** The character suffers a severe hit to the head, damaging their brain and causing partial amnesia (-80 Experience Points).

11) **CRUSHED FINGERS:** A direct hit to the character’s hand damages their fingers (-5 to Combat skills).

12) **SUPERFICIAL WOUND:** The character suffers an ugly-looking but superficial cut. No effect.

13) **BRUISED BRAIN:** The character suffers a blow to the back of the head, temporarily confusing them (-5 INT).

14) **SLASHED EAR:** The character's ear is damaged, reducing their hearing (-5 Perception).

15) **SLIT BICEP:** The character receives an ugly cut to the bicep (-5 STR).

16) **SCRATCHED BROW:** Their brow suffers a deep scratch, not dealing much damage but bleeding profusely. They must spend the next round wiping the blood from their eyes, clearing their vision.

17) **DAMAGED NERVES:** The character suffers some form of nerve damage that induces seizures. Roll a D6 every turn—on a 1 they cannot act during their turn.

18) **BLOOD LOSS:** A deep wound to their stomach begins bleeding profusely (+2 to all damage received).

19) **SAVAGE BLOW:** The injury was so violent that the character gains 1 Trauma (pg 98).

20) **TORN TO PIECES:** Miraculously, the blow was completely absorbed by the character's clothing. Any gear worn on the wound's location is automatically destroyed.

Critical Injuries (D10)

1) **CRUSHED SKULL:** The character suffers a fatal wound to the head. They are dead.

2) **DESTROYED EAR:** The hit cuts the character's ear off (-5 Perception).

3) **MISSING FINGERS:** The character lost a few fingers from the powerful blow (-5 to Combat skills).

4) **PUNCTURED LUNG:** The character's lung is permanently damaged (-5 Stamina).

5) **CUT NOSE:** The character lost their nose (-5 CHA).

6) **SWOLLEN BRAIN:** The character suffered a severe brain injury (-5 INT).

7) **DAMAGED TENDONS:** The character’s arm tendons have suffered irreparable damage (-5 STR).

8) **NERVE DAMAGE:** Permanent nerve damage means the character can only spend 3 Stamina points on defensive maneuvers each round.

9) **MINOR ARTERY SEVERED:** The maximum number of Wounds the character may receive is reduced by 1.

10) **WEAKENED:** The injury has left the character's constitution weakened (+2 to all incoming damage).

..

Each time a character receives a non-fatal wound they suffer a cumulative -2 to all actions and must roll on the Injuries table.

Rolling a natural 1 on the Injuries table indicates a Critical Injury.

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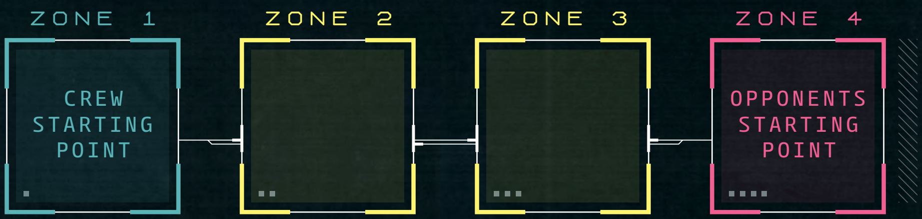
› ZONE-BASED COMBAT

For players who don't have (or don't enjoy) minis and tokens, or who play RPGs online with voice chat and little else, *Across a Thousand Dead Worlds* has an alternative to the Combat Grid that requires very little adjustment to the core combat rules: Zone-Based Combat. This somewhat simpler method uses the same combat rules in a more streamlined fashion.

In Zone-Based combat, the battlefield is divided into four abstract zones, numbered from Zone 1 to Zone 4. These represent the area where combat takes place without getting into too much detail. The Deep Diver crew always begins in Zone 1, while their opponents always start in Zone 4.



All normal combat rules apply, with the following exceptions and changes:

- **COVER:** One Zone contains Full Cover (-5 to incoming ranged attacks). Roll a D4 to determine which.

- **MOVEMENT:** Combatants can move a number of Zones equal to their movement (usually 1).

- **MELEE COMBAT:** To engage in melee combat, combatants must be in the same Zone.

- **RANGED COMBAT:** Ranged weapons target combatants in adjacent Zones (targeting someone in your Zone inflicts -2 to your Ranged Combat rolls). Ranged weapons have the following ranges:
  - Pistol, Shotgun: Short (1 Zone)
  - SMG: Medium (2 Zones)
  - Rifle: Long (3 Zones)

- **THROWN EXPLOSIVES:** Thrown explosives have short range (1 Zone). On a hit, the explosive hits its target and any other combatants engaged in melee with it. On a miss, it explodes near a random combatant in the target Zone, harming them and any other combatants engaged in melee with them.

STEALTH
AND BEING CAUTIOUS

Before determining an Area's contents, you may preemptively roll a Stealth check to avoid any potential enemies. This is an opposed check versus the enemy with the highest Awareness. If there are enemies and you win the opposed check, you have two options:

- **AVOID COMBAT:** Move along, leaving the Area undetected, after seeing what's within.
- **INITIATE COMBAT:** Gain +5 Initiative and automatically hit with your first attack.

Because maintaining Stealth costs 5 Stamina per round, this attack will usually be Fast or Normal (most PCs won't have enough Stamina for anything else). Since you are moving slowly and measuring your steps, you automatically detect any security measures hidden in the area but the Time Track advances by 2.

EXAMPLE

Ruth, the group's sneakiest crew member, scouts ahead into the derelict structure. She rolls a Stealth check: 13, +5 from her Stealth skill, for a total of 18. After the GM determines that there are, in fact, potential enemies in the area, they roll a 6 on the opposed Awareness check, +6 for the enemy with the highest Awareness, for a total of 12. Ruth takes a look inside and sees a group of bizarre, multi-limbed creatures. Unseen, she exits the area and returns to report her findings.

> CONDITIONS

During a fight (and sometimes outside of it), specific attacks or situations can inflict negative statuses that must be removed in specific ways. All characters (players, NPCs, enemies) may be affected by conditions, unless stated otherwise. The most common ones are:

BLINDED

When blinded by complete darkness or other circumstances, the afflicted gains 2 stress and suffers -5 to combat and sight-related skills for as long as the circumstances remain.

BURNING

The afflicted character is in flames—they must pass a DEX check or take 1 Wound per turn. If failed, re-attempt each round until success (or death). Their allies may attempt to put the flames out as well.

DAZED

The afflicted rolls all their checks with disadvantage for the daze’s duration. This is expressed as Dazed (X), where X represents the number of rounds the character remains Dazed.

FREEZING

The afflicted has -5 to all skills and acts last during combat. They must pass a CON check after the first round to recover. If failed, re-attempt each round until success (this does not cost Stamina). Humanoids will worsen every 10 rounds or each Time Track Reset, first falling into hypothermia (-10 to all actions) then death.

INFECTED

One of the afflicted character's wounds is infected. If they don’t take antibiotics before the Time Track resets, their maximum wounds are decreased by one, permanently. Sometimes the Time Track will provide plenty of leeway, other times the infection will quickly take hold—this reflects the different nature of each particular wound or infection.

PARASITIC INFECTION

Some records tell of parasitic alien organisms that can lay eggs or larvae within a human body, infecting them and turning them into involuntary hosts. An infected character (usually after failing a CON check or being wounded by a parasitic creature), is as good as dead, but there are two ways to save their life:

- Reach the KSA by some miracle before the gestation period is over. The parasite can be removed safely by KSA medics.
- Return to a ship, remove any armor and perform a field surgery. No such attempts have succeeded without the death of the host. To safely remove the parasite, the Medical Aid check must be an Impressive (11-15) success or higher.
- **Gestation Duration:** The parasite gestates within its host for D20 Time Tracks, until it no longer depends on them for survival and it bursts out. All characters witnessing this earn 20 Stress as the parasite bursts out of their former colleague. Roll on the Parasite Attack table to determine its behavior.

Parasite Attack (D6)

{1-3}	**ESCAPE**: With a terrifying shriek, the parasite attempts to flee at a speed of 10 feet/round. It will search for a difficult-to-access place and hide there until it matures into its adult form (D10 Time Tracks). Then it will be ready to start stalking the characters.
{4-5}	**LEG BITE**: With a snarl, the parasite attacks the nearest character's leg (Attack Skill 8, D10+5 damage).
{ 6 }	**FACE ATTACK**: The creature jumps to attach itself to the closest character's face (Attack Skill 8, D10+5 damage).

POISONED

The afflicted suffers negative effects according to the Poison's potency, noted from most to least potent as Poison I, Poison II, Poison III or Poison IV.

Poison Potency (D4)

- { I } Take 1 Wound and roll a CON check. On a failed roll, the character will die in D20 rounds (or 1 Time Track reset) unless administered an antidote.
- { II } Take 1 Wound and roll a CON (+5) check. On a failed roll, the character will die in D20 rounds (or 1 Time Track reset) unless administered an antidote.
- { III } Pass a CON check or receive 1 Wound.
- { IV } Pass a CON check or be Knocked Down (no effect if already Knocked Down).

RADIATION

Space travel, alien environments and Àrsaidh sites—the second the crew leaves the safety of A-metal or Àrsaidh ships, the risk of Radiation is a nearly unavoidable certainty. Radiation damage and danger is measured in rads. A rad is a unit of absorbed radiation.

Once a Diver has absorbed enough of them, they'll suffer the effects of radiation. The early symptoms may pass with time or anti-rad drugs, but the absorbed rads will remain until treated (usually with anti-radiation therapy, back at Karum Station).

As detailed on the chart below, a Diver can absorb 150 rads acutely without fatality, but as the whole-body dose approaches 300 rads even the primary effects will take their toll. This is worsened by the fact that all effects are cumulative (exposure to 300 rads at once would reduce STR and CON by 1, inflict 1 Wound AND give -2 to all actions). A total whole-body dose greater than 500 rads will almost certainly be fatal.

RADIATION EXPOSURE:

Direct Effects

0-50	None
51-150	Nausea and general dizziness, -2 to all actions
151-300	Headache and vomiting, 1 Wound
301-500	Hair loss, fever. 1 Wound, -2 to all actions
501-700	Death after D10 hours of agony

Cumulative Effects

0-50	None
51-150	-1 CON
151-300	-1 STR
301-500	-1 CON & STR
501-700	Death after D10 hours of agony

SUFFOCATING:

Without proper gear, a character who cannot breathe immediately begins losing 1 CON per round until death (0 CON). Lost CON is restored as soon as breathing returns to normal.

VACUUM EXPOSURE:

A character exposed to the vacuum of space without a vacc suit has 1 round before the air is pushed out of their lungs, knocking them out (a rebreather isn't enough—the pressure difference would rupture their lungs). Unless returned to a pressurized, oxygenated environment, an unconscious character will die in D4 minutes. Direct exposure to the vacuum of space also inflicts 50 rads per minute.

ZERO GRAVITY:

All Àrsaidh facilities and ships have artificial gravity fields, but when those systems are damaged or a character is forced to do some spacewalking, it's time to rely on their magboots if they have them, or their Zero-G skills if they don't. In order to control their movement, a character must have at least one free hand and pass a DEX check each turn. Failure means they've lost control and fly in a random direction determined by a D8 scatter die, as explained in the Thrown Weapons rules.

STRESS

The pressures of Diving will slowly but surely erode one's determination. Long hours, close quarters, not knowing what dangers lie in wait at your destination (if you arrive at all). It's enough to break even the soundest person. The following (non-exhaustive) list details times a Diver is guaranteed to earn Stress:

- Boarding a ship to start a new mission (+5 Stress)
- Facing danger (+2 Stress)
- Getting into a heated argument (+1 Stress)
- Tolerating someone's nervous tick for a long time (+1 Stress)
- Being in darkness in a hostile or unknown environment (+1 Stress/round)
- Not sleeping for 24 hours (+5 Stress)
- Rationing food (+5 Stress/day)
- Seeing an ally gain a Trauma (+10 Stress)
- Entering a Negative Emotional State (+1 Stress)
- Being Blinded or suddenly thrown into unexpected darkness (+2 Stress)
- Being the sole survivor of a mission (+10 Stress)
- Learning the team lacks adequate supplies (oxygen, food, water) for a return trip (+15 Stress)
- Seeing a crew member die (+15 Stress)
- Facing an Aberration encounter (+5 Stress)

Fortunately, a character's Resolve skill can slow down the accumulation of Stress. Each time a character is confronted with a situation that would make them gain any amount of Stress, they may roll a Resolve check to reduce the amount to 1 (unless the GM or encounter explicitly specifies that is not possible).

CONSEQUENCES OF STRESS

Stress buildup has dire consequences for a character’s mental health:

- **3 STRESS:** Their nervous tic starts to appear. It will only disappear after losing any amount of stress.
- **10 STRESS:** They might React Negatively to Stress (see below).
- **15 STRESS:** They perform all actions at -10.
- **20 STRESS:** They earn a permanent Obsession (ideally related to their stressor), discard all stress and gain 1 Trauma.

› REACTING NEGATIVELY TO STRESS

When a character has accumulated 10 Stress (or when the GM decides), they must roll a Resolve check to avoid having a negative reaction. *If they fail*, roll on the appropriate Stress Reaction table—characters react differently alone than they do in a group.

Stress Reaction – Around Others (D10)

{ 1-2 }	**STARTING AN ARGUMENT.** Use their relations, stories and past events to logically decide which team member makes the most sense.
{ 3-4 }	**ISOLATING OR SEEKING SOLACE.** The character withdraws as much as possible—both physically and psychologically. Whether they lock themself away or grab the nearest bottle of whisky is up to the player or GM.
{ 5-6 }	**BECOMING ANXIOUS.** The character succumbs to anxiety, making things clearly worse for others. Everyone gains 1 Stress and the character is of little help.
{ 7-8 }	**LASHING OUT.** The character not only starts an argument but becomes actively aggressive, potentially causing a fight (see Lashing Out, pg 97).
{9-10}	**BECOMING UNCOOPERATIVE.** The character blames others for their current situation, becoming stubborn and unwilling to cooperate.

Stress Reaction – Alone (D10)

{ 1-2 }	**HYPER FOCUSING.** The character chooses a hyperfocus activity. They gain +5 to any rolls associated with it, but suffer -5 to any other activity.
{ 3-4 }	**TIMING OUT.** The character needs to take a break. They spend a whole Time Track reset trying to calm themself.
{ 5-6 }	**ANXIETY.** The character feels overwhelmed by the current events, suffering -2 to all checks.
{ 7-8 }	**BINGING OR HYPERVENTILATING.** If aboard a ship, the character attempts to distract themself by eating until they can't take another bite (-D6 Rations). If exploring, the character starts hyperventilating, rapidly consuming oxygen before they manage to calm themself (-D4 Oxygen Pellets).
{9-10}	**GETTING OVERWHELMED.** The character is starting to reach their limit and is feeling less and less secure. Their Resolve checks are at -2 for the rest of the mission.

// Most Stress Reactions will naturally fade, but if they don't (or duration is unspecified), the effect ends after losing any amount of Stress.

> OBSESSIONS

When a character has accumulated 20 Stress, they clear their stress but also gain an obsession—a permanent feature of their personality. Obsessions don’t have mechanical consequences, but they should alter the character’s behavior, personal goals and preferences, making them even more difficult to work with.

If a character rolls the same obsession twice, the obsession worsens significantly.

Obsessions (D12)

{ 1 } **FRUGALITY.** Frugality and minimalism are the truest virtues, in all aspects of life.

{ 2 } **SUFFERING.** All in life is suffering, there is no escaping it.

{ 3 } **EXCELLENCE.** I must become the best at everything, the strongest, most beautiful, most intelligent person around, all the time.

{ 4 } **CONNECTION.** Only human interactions give meaning to life. Socializing and spending time with others is the most valuable thing a person can do.

{ 5 } **ICONOCLAST.** Nothing is sacred, all beliefs are lies. This character will do everything they can to reveal the lies of tradition, rules and religion to the whole world.

{ 6 } **CHOSEN ONE.** They have chosen you—their secrets have been revealed to you alone. You must learn more, uncover the Truth, and others must help you no matter what.

7 **EXCLUSION.** Strangers are not to be trusted. Only those who you already know are worth your time and help.

8 **ANGER.** It's not your fault, it's the world's fault. You know how everything should be, but everybody else gets it wrong and you hate them for it.

9 **PROTECTOR.** You must help and protect others (often even from themselves). Only you can save them all.

10 **HEDONISM.** Life's short, you better enjoy it while you can. Nothing's gonna stop you from having a good time, all the time.

11 **SHAME.** You try your best, but you're useless. Everything you do is wrong and you cannot stop apologizing for not measuring up.

12 **RIGHTFULNESS.** There's only one way of doing things: the Right Way. Follow the rules, obey your superiors and everything will go smoothly. Those who disobey protocol are a danger to us all, and they must be stopped.

› LASHING OUT

Someone's behavior strains the team, a nervous tic gets to be too much, stress boils over. At times like these, a character may choose to lash out at those around them. Lashing out reduces one's Stress by 10, but it may easily spiral out of control. When an aggressor lashes out, the confronted character must pass a WIL check or Lash Out in return. If rebutted in this way, the aggressor must also pass a WIL check or perform a melee attack against their victim. From there, things can only get uglier.

LOSING STRESS

Characters can reduce their Stress (to a minimum of 0) in the following ways:

- Lashing Out (-10 Stress)
- Gaining a Trauma (-20 Stress)
- Arriving at their destination (-10 Stress)
- Returning to Karum Station (removes all Stress)
- Having a good night's sleep—not possible during an expedition (-5 Stress)
- Getting drunk or taking drugs (-5 Stress)
- Having sex (-10 Stress)
- Meditating (pass a WIL check for -5 Stress, once a day)
- Having a good workout (pass a CON check for -5 Stress, once a day)
- Entering a Positive Emotional State (-1 Stress)

TRAUMA

The human mind is a fragile thing. It was never prepared to endure the horrors, the incomprehensible vistas and situations, which the infinite void contains. Slowly but surely, the psyche will deteriorate and break down. There are some ways to push the trauma away though, to delay the inevitable a bit longer.

This incremental trauma is measured in Trauma points. Each time a character accumulates 20 Stress, they receive 1 Trauma point and roll on the Trauma table.

These results are long-lasting: Trauma points (and effects) can only be reduced by a Psychiatrist (pg 356), while Negative Trait results can only be removed by sacrificing Talents. The more Trauma points a character has, the closer they are to losing themself—a character who accumulates 10 Trauma is considered lost and dead.

Trauma (D10)

1-2	Roll on the Negative Traits table.
3	The extreme nervousness you feel just makes things worse. Gain 5 permanent Stress.
4	Your shaking hands can barely hold a thing. Take -1 to either Close Combat or Ranged Combat.
5	Distracted by shadows, you can't focus on anything. Take -1 Perception.
6	Your heart is fluttering and you have problems breathing. Take -1 Stamina.
7	You feel as if something broke inside of you. Take -1 WIL.
8	You hyperventilate when you enter combat, immediately expending 1 x Oxygen pellet.
9	Stressful situations fill you with a deep anxiety that can only be suppressed with physical pain. Each time you gain stress, receive 1 Wound.
10	This stress is so intense that you suffer a heart attack. Pass a CON check or die.

> TALENTS AND NEGATIVE TRAITS

Due to several reasons (usually Trauma), your character will likely acquire some Negative Traits. These traits can become problematic, but luckily you can permanently remove one by forfeiting a Talent. If you have 5 Talents and are about to acquire a new one, you can instead discard it (or an equipped Talent) to remove a Negative Trait.

Negative Traits (D20)

1) **HYPERVENTILATION:** Increase the amount of oxygen you consume per Time Track reset by 1.

2) **MARKED BY FEAR:** The horror you felt left a permanent physical mark on you. Whether it's a twitchy eye, a shaky hand or a streak of white hair, the effects are visible (-1 CHA).

3) **WEAKENED CONSTITUTION:** The constant stress has left your heart weakened (-1 CON).

4) **PARANOIA:** You don't really trust other people, and it shows (-2 Manipulation).

5) **OVERLY CAUTIOUS:** You know the horrors that are out there, and you are not going to rush into them. In solo play, +1🕓 each time the Time Track is reset. In group play, always attack last.

6) **DEATH WISH:** Sick with stress and desperation, you just want it to be over. Rolling a 1-3 on a Recovery check means you give up and remain Knocked Down.

7) **UNFOCUSED:** You have problems focusing your attention on complicated tasks (-1 INT).

8) **PHOBIC:** Even the slightest shadow terrorizes you. Each time you gain Trauma, gain 1 extra.

9) **DAMAGED MEMORY:** The intense trauma has damaged your brain. Each time you earn XP, you earn ⅓ less (rounding up).

10) **APATHETIC:** You no longer feel the urge to fight for anything (-1 WIL).

11) **APPREHENSIVE:** You start doubting your combat capabilities (-2 to all Combat skills).

12) **INSECURE:** You are afraid to jump into the fray (-1 Initiative).

13) **UNBELIEVER:** It is difficult for you to see your destiny (re-rolls now cost 2 Luck points).

14) **LET IT END:** You are tired of trying and failing at life (+1 to incoming Injury rolls).

15) **UNRELIABLE:** You doubt your own skills and can no longer roll critical successes.

16) **TIRED:** Lacking the fighting capability you once had, standard attacks now cost 6 Stamina.

17) **CARELESS:** You don't really want to be bothered by dodging attacks. Dodging costs 1 more Stamina.

18) **CLUMSY:** Your hands shake and you drop things easily. Perform DEX checks with Disadvantage.

19) **FOGGY MIND:** You can't concentrate on tasks for long. Perform INT checks with Disadvantage.

20) **MARKED:** The darkness within calls the darkness without. Each Site has 2 additional Known Threats (pg 300). This is stackable, if other characters are also marked.

› HACKING

Although the Technology skill can be used to hack human-made systems, dealing with Àrsaidh technology is riskier and a bit more complex. More art than science (plus a huge component of luck), few individuals attempt it and even fewer survive. Still, it is possible. There are stories of expeditions saved by a savvy Diver who took control of a security system on a rampage.

// Only characters with the Hacking talent may attempt to hack a system.

HOW IT WORKS

All Àrsaidh systems have a difficulty level from 1 to 6. This is determined by the GM with a D6 roll or with the system's details. For example, each Guardian has its own Hacking difficulty. If something is hackable, proceed to follow these steps:

- The player rolls a D6 for each difficulty level.
- If any rolls are a 1, the system is locked.
- A successful Àrsaidh Technology roll allows 1 re-roll.
- A Cypher (page 396) allows 1 re-roll.
- A Black Cypher (page 397) allows 2 re-rolls.

Hacking an Àrsaidh system takes 1 round per difficulty level.

(OPTIONAL RULE)

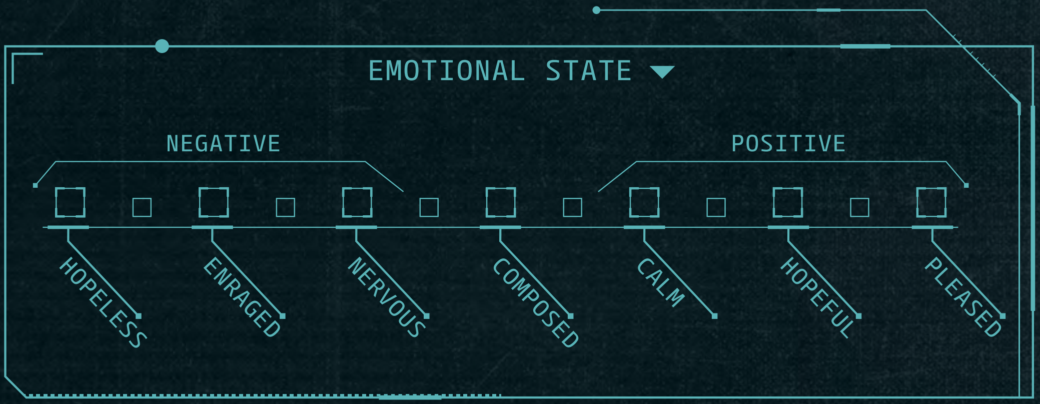
EMOTIONS

Humans are emotional beings. We are often led on by them despite all our attempts at being rational and in control. This can lead to dire situations where people lose the ability to control themselves. In Across a Thousand Dead Worlds characters are passionate creatures whose emotions will help them or hinder them along their journey.

Tracking emotions may be a bit confusing at first, so we suggest new players ignore the following rules until they are more comfortable with the wider game.

THE EMOTIONAL MATRIX

To determine a character's emotional state we use the Emotional Matrix:


EMOTIONAL STATE
NEGATIVE
POSITIVE
HOPELESS
ENRAGED
NERVOUS
COMPOSED
CALM
HOPEFUL
PLEASED

All characters begin the game Composed. They remain this way until certain situations (described below) challenge their emotions, forcing them to make an Emotional State Check. In these situations a character must pass a WIL check to avoid being led by their emotions into a different emotional state.

Moving along the Emotional Matrix is simple: if the Emotional State Check was brought on by a Negative Emotion trigger, failure moves the character one step to the left. If it was a Positive Emotion trigger, failure moves them one step to the right. If a situation would move the character toward a positive emotional state, the player can choose to forfeit the WIL check and simply let the emotion overtake them.

THESE ARE THE EFFECTS OF EACH EMOTIONAL STATE:

- A Hopeless character has completely given up and sees no point in continuing to try (-2 to all skills, +D4 damage).
- An Enraged character has no more patience left and will snap at or attack anyone (+1 to Combat skills, -1 Manipulation).
- A Nervous character feels uneasy and apprehensive (-1 Resolve, +1 Stamina only for defensive maneuvers).
- A Composed character is serene and in control. They gain no benefits or disadvantages.
- A Calm character feels peaceful and free of worry (-1 Combat skills, +1 Manipulation).
- A Hopeful character feels optimistic about their current situation (+1 to all non-combat skills, -1 to Combat skills).
- A Pleased character feels at ease, satisfied with the current situation (+2 to all skills).

In addition to specific events, discoveries and GM decisions, the following example situations require an Emotional State check:

NEGATIVE EMOTION TRIGGERS:

- Entering combat
  - Suffering a Wound
  - Triggering security measures
- Gaining a Negative Trait
- Rationing
- Seeing an ally die
- Gaining 5 Stress at once
- Gaining a Trauma

POSITIVE EMOTION TRIGGERS:

- Helping an ally
  - Healing a Wound
  - Clearing a Site
  - Gaining a level
  - Persuading an NPC to help
  - Losing Stress
  - Losing Trauma

EXAMPLE

Jay is feeling Composed, but as he enters combat he must perform an Emotional State check. He has a WIL of 13, but rolls a 3—the sum is less than 20 so he fails the check. Entering combat is a Negative trigger, so Jay moves one step to the left along the Emotional Matrix. No effect yet, but if he suffers a Wound and fails his WIL roll again, he will move another step along the Emotional Matrix and become Enraged.

The core of *Across a Thousand Dead Worlds* holds an endless universe to travel, full of dangerous sites for characters to find and explore. Players will set their sights on a Site, make the often-perilous journey there and search it for answers and artifacts. Understanding the following rules will allow you to jump straight into the action, with no previous preparation whatsoever.

4

PLAYING THE GAME

STANDARD GAMEPLAY STRUCTURE

- The PCs report to Karum Station's Mission Control, usually around 24 hours before launch, to select a destination and a starship.
- The three starships are the 1-person KRM-01 “Circle,” the 3-person KRM-03 “Triangle” and the 5-person KRM-05 “Pentagon.” A starship must be fully-staffed to be approved for launch, so NPC crewmembers will be assigned to any remaining seats.
- A crew can choose either a known destination (one which they have visited or a random one marked by another crew) or unknown destination. The former is safer since the crew will have information on the Site and the voyage there, but there will always be fewer artifacts than in an untouched Site.
- Next, the crew gathers their gear, decides what supplies they'll take (within the constraints imposed by the KSA and the ship's size, of course) and boards the ship.
- After the journey, the crew can explore the Site while documenting their findings on their Site Report sheet.
- Finally, whenever the crew is ready, they can return back to Karum Station and report their findings.

PRE AND POST-MISSION ACTIVITIES

There are many places to visit and things to do while not on a mission. Please refer to Chapter 7 to learn all about Karum Station and the things a character can do between missions.

SCHEDULING A MISSION

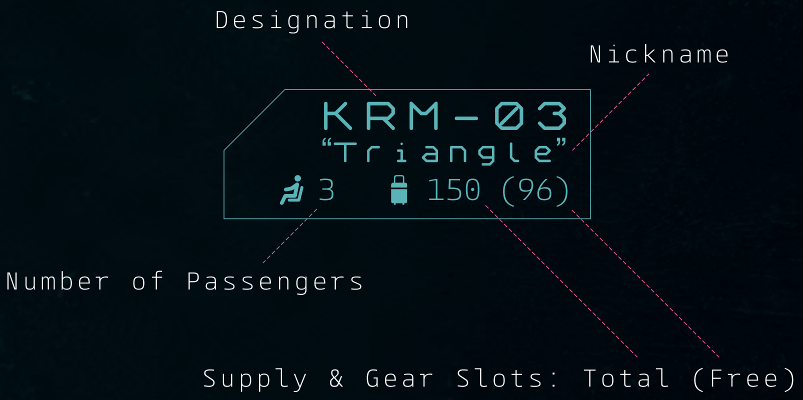
When the PC's crew is ready, they must report to Mission Control. As we mentioned before, the KSA will only allow a full crew (of 1, 3 or 5 crew members, depending on their ship) to make a voyage. When there are any empty seats, use the rules on page 358 to randomly generate the remaining crew members.

For crews of 3 or 5, a Team Leader must also be chosen by voting or chance. The Team Leader has authority over the mission, so the crew is encouraged to listen to them as long as their orders are reasonable and for the greater good of the team or its mission.

CHOOSING THE RIGHT SPACESHIP

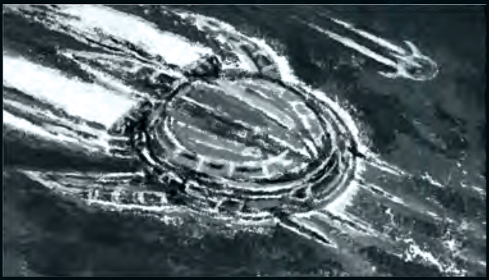
The main difference between Àrsaidh spaceship models is how many crew members they hold. Since the KSA strongly recommends (and generously provides) the minimum supplies for each crew member, there isn't much free space left, even in the larger models. Of course, the crew can remove oxygen tanks and rations to make room, *if they feel confident about not needing them.*

READING YOUR SHIP'S SPECIFICATIONS


Designation
Nickname
KRM-03
"Triangle"
3
150 (96)
Number of Passengers
Supply & Gear Slots: Total (Free)

KRM-01
“Circle”

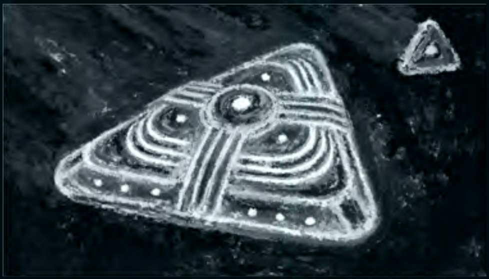
💺 1 🧳 50 (32)



A perfectly round ship with a diameter of 32 ft, made of a single smooth piece of A-Metal. As all Àrsaidh spaceships, it hovers 20 inches above the ground at all times and needs no landing gear.

KRM-03
“Triangle”

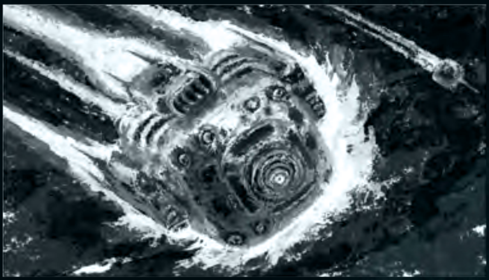
💺 3 🧳 150 (96)



Easily identified by its sharp triangular shape, it is 60 ft. long and 40 ft. wide on its widest side. It has no discernible surface features, other than a single aperture in the back side (purpose unknown).

KRM-05
“Pentagon”

💺 5 🧳 250 (160)



Colloquially known as a “Pentagon”, this model has a diameter of 70 ft. As all Àrsaidh ships, it has a single, smooth floor, no discernible controls and a constant, diffuse light emitted by something behind the polished walls, which turns itself on as soon as someone boards the ship.

PICKING A NAME

In what is both superstition and tradition, all crews choose a name for the ship they're going to board. This also has practical uses, for when a ship takes the crew to a place worth returning. Use the following tables to determine the ship's name.

Spaceship Name (D100)

1) Prophet
2) Hannibal
3) Magnolia
4) Saratoga
5) Trinity
6) Harmony
7) Vengeance
8) Scavenger
9) Typhoon
10) Zenith
11) Dauntless
12) Falcon
13) Genesis
14) Providence
15) Fortune
16) Emissary
17) Chimera
18) Raven
19) Goliath
20) Scythe
21) Spectre
22) Razor
23) Peacock
24) Striker
25) Javelin
26) Cosmos
27) Aurora
28) Nemesis
29) Freedom
30) Empress
31) Babylon
32) Pelican
33) Romulus
34) Mars
35) Titan
36) Luna
37) Arcadia
38) Triumph
39) Royal
40) Phobos
41) Lighting
42) Charm
43) Verdant
44) Dream
45) Hope
46) Albatross
47) Pinnacle
48) Cyclone
49) Refuge
50) Avalon
51) Centurion
52) Chronos
53) Firmament
54) Elysium
55) Victory
56) Bishop
57) Drake
58) Beluga
59) Phoenix
60) Manticore
61) Anthem
62) Ulysses
63) Wanderer
64) Legacy
65) Neptune
66) Rio
67) Orion
68) Eagle
69) Titan
70) Atlas
71) Courage
72) Desire
73) Damascus
74) Talon
75) Heart
76) Peregrine
77) Sparrow
78) Aurora
79) Invincible
80) Prometheus
81) Ballista
82) Corsair
83) Dager
84) Typhoon
85) Neutron
86) Kraken
87) Oni
88) Pandora
89) Yucatan
90) Euphoria
91) Storm
92) Hammer
93) Unity
94) Siren
95) Fate
96) Tranquility
97) Discovery
98) Valhalla
99) Watcher
100) Utopia

Spaceship Adjective (D20)

1) Last
2) Red
3) Ultimate
4) Blue
5) Immaculate
6) Anointed
7) Black
8) Smooth
9) Golden
10) Atomic
11) Astral
12) Wicked
13) Empyrean
14) Immortal
15) Mortal
16) Green
17) Molten
18) Bright
19) Twilight
20) Valiant

TRAVELING TO A KNOWN DESTINATION

The safest option for novices and Deep Divers who want to take it easy. While anything can happen at any moment, visiting a known destination gives the crew access to all previous reports so they know more or less what to expect.

There are two types of known destination: Sites they themselves have explored and Sites which a different crew has explored. If the crew is returning to a Site they have explored, they simply take the same ship and continue exploring (with the same Site Report sheet) where they left off.

If instead the crew chooses to visit a Site which has been partially explored by another team, the Site will be randomly assigned by the KSA (mostly to avoid accusations of favoritism). The previous crew's report will detail which type of Site it is and what they encountered. To show this, simply black out half of the Resources and Xenoanthropological Finds slots, and generate half of the potential encounters. The rest of the sheet is blank as usual, to be discovered by your crew.

TRAVELING TO AN UNKNOWN DESTINATION

Most Divers eventually choose to bite the bullet and risk it all by voyaging toward one of the thousands of unknown destinations logged in the ships' navigational systems. This type of expedition holds many unknowns, so crews must prepare for all eventualities. This usually means bringing a variety of gear (*within the crew's means*), including medical supplies and weapons.

When traveling to an unknown destination, the crew starts with an entirely blank Site Report sheet, as the one found at the end of this book.

CHOOSING SUPPLIES FOR AN EXPEDITION

More often than not, an expedition's success depends on what the crew brought and what they didn't. The KSA grants each crew member a basic survival package of rations and oxygen, but crews who can afford the space and the cost usually pack extra provisions, medical supplies, weapons, scanners and other useful devices.

Any extra purchases of food and water Supplies are not refunded, even if they're not used during a mission. The only exception to this is if the Site has nothing of interest, forcing the team to return empty-handed.

KSA Basic Survival Package:

- (1x) Level B Hazmat Suit
- (1x) Vacc Suit
- (5x) Oxygen Pellet
- (5x) Battery
- (1x) Alprazolam Pill
- (1x) KSA Service Pistol
- (1x) Combat Knife

KSA Crew Package (*1 per crew*):

- (1x) Survey Scanner
- (1x) Medical Kit
- (1x) Thruster Pack
- (1x) Survival Kit
- (6x) Oxygen Tanks per crew member
- (6x) Supplies (*food & water*) per crew member

All Divers suits are equipped with a gear harness, an oxygen pellet converter, two shoulder-mounted LEDs and internal comms.

VOYAGE THROUGH THE BLACK

CHAPTER FOUR

Sooner or later, when all preparations are complete, there's nothing left to do but to board the ship. The finality of this moment drives many Divers to drop out at the last second. According to official KSA data, 20% of all Deep Divers have changed their minds in the last moments before takeoff, many blaming some superstition or vague feeling that told them something was wrong. In truth, most voyages are grueling experiences. Whether it's a single Diver in a floating isolation cell, or a pod of people enclosed in a little space with no privacy, stress and fear of the unknown become palpable very quickly. Most Divers attempt to sleep through it, others exchange useful gear for a virtual reality device to smooth their travels.

The voyage is, without a doubt, the worst part of any expedition. When traveling to an unknown destination, the crew doesn't even know how long the trip is going to last. They might arrive only to realize they don't have enough supplies for a full crew to return back home. Too many reports tell of crews who slaughtered each other for a chance to return home safely.

REACHING THE DESTINATION

When traveling to an unknown destination, use the Voyage Time rules on page 126. When traveling to a known destination, there are two options:

- Returning to a Site: The voyage lasts the same number of weeks as it did the first time.
- Traveling to a Site Explored by Another Crew: The voyage lasts D6+1 weeks.

RANDOM TRAVEL EVENTS

Whether or not the crew knows how long the trip will last, something will almost always go sideways.

- Each week has a cumulative 20% chance of a Random Travel Event, checked at the end of the week. This percentage resets to 20% upon arrival to the Site.
- When an event occurs, roll a D4 to determine the type (aboard a Circle, treat a Social result as a Mental or Physical Issue). When an entry involves specific crew members, choose them randomly.
- Ship Malfunctions almost exclusively deal with parts added by KSA engineers, such as life support or the sensor array. Àrsaidh technology has only ever malfunctioned due to direct damage or tampering.

Random Travel Event Type (D4)

1	Social
2	Ship Malfunction
3	Space Anomaly
4	Mental or Physical Issue

Social Travel Event (D10)

1-5	Two crew members start a conversation. Use the Random Conversation rules.
6	Two crew members have an incident (roll a Conversation Topic or Action & Theme, or infer the context from their history). If they were bonded, their bond is now broken.
7	One crew member becomes sullen and uncommunicative (-2 to all their actions for the next week).
8	Two crew members bond, gaining +1 to actions involving each other.
9	One crew member is celebrating a birthday, religious event or something else. It improves morale and everybody loses 5 Stress.
10	The crew conducts a routine training exercise covering depressurization, fire and injury. All crew members receive +1 to their next skill check.

Ship Malfunction Travel Event (D10)

1) **The cabin begins to depressurize—intentional sabotage?** Each crew member may attempt one Hard Technology check to fix it, but if all fail they must don vacc suits or pass a CON check to avoid passing out. After 1 hour, any characters without a vacc suit die.

2) **The cargo shifts during a grav compensator malfunction.** Pass a Normal STR check to place them back by force, before they become a serious problem.

3) **Sensors are producing false readings—they say you exited warpspace.** Are the sensors correct? If so, what happened?

4) **A cargo container explodes**, causing a chemical fire which destroys D6 Supplies.

5) **General power failure.** Crew is forced to wear their Site breathing gear and consume Oxygen Pellets. Each Technology check to fix the problem consumes 1xOxygen Pellet per crew member.

6) **An issue with the air recycler** causes D4 oxygen tanks to be consumed before the crew realizes it and fixes the problem.

7) **The battery array is leaking radiation.** All crew members receive D100 rads before they realize and fix it.

8) **A malfunction with the rudimentary onboard kitchen** irremediably ruins D4 Supplies.

9) **The lavatory malfunctions**, causing an unpleasant mess. All crew members gain D10 Stress.

10) **Life support's temperature regulator stops working.** Temperature drops steadily 1 ºF each minute, until it's repaired.

Space Anomaly Travel Event (D10)

1) **An unknown radiation knocks the ship from warpspace.** The system reboot takes a whole week without progress, during which the helpless crew earns 5 Stress per day.

2) **An unusually large micro-asteroid strikes the ship during route recalibration.** The ship suffers no damage, but the crew members are sent tumbling. Each receives 1 Wound.

3) **The warp shield fails in warpspace, resulting in a temporal anomaly.** When (if) the crew returns to Karum Station, months have passed—the crew was declared lost.

4) **Tapping noises from outside the ship, voices when no one's there, shadows and shapes are seen in the corner of the eye.** This continues for D10 days, inflicting 5 Stress per day.

5) **The ship exits warpspace within a gas nebula.** The crew can hear corrosive gasses slowly eating away the ship's hull. All crew members gain D10 Stress.

6) **An electromagnetic disturbance fries the ship's survey equipment.** This can only be fixed with a successful Hard Technology check.

7) **Some external force causes the ship to exit warpspace.** As the ship re-enters, a misjump takes place.

8) **Recalibration takes unusually long (D6 hours).** If the crew uses the external visors, they see they are in the shadow of a colossal ship. It slowly scans them before moving away and disappearing into the black. Moments later, the PC's ship re-enters warpspace.

9) **The ship shakes during warp travel.** All crew members must pass a DEX check to strap themselves in time, or suffer 1 Wound due to the violence of the event.

10) **With a loud groan, the ship drops out of warpspace as if it had been pulled.** The ship's lights flicker within the silence of space. If the crew uses the external visors they appear to see Karum Station, but it clearly can't be. Àrsaidh ships fly in and out of the asteroid until, moments later, the crew's ship activates its warpdrive and continues its journey.

Mental or Physical Issue Travel Event (D10)

1) **A tool falls from its maintenance shelf**, injuring a random crew member for 1 Wound.

2) **The spaceship attempts to interface with a random crew member.** For D6 long days they suffer visions of their destination, intrusive thoughts not meant for human minds, voices speaking a language never heard by anyone alive. They suffer D10 Stress each day because of it.

3) **The ship attempts to interface with a crew member**, resulting in a misjump.

4) **Each day of the week a different crew member experiences visions of a loved one.** They are extremely vivid, but never interact with the crew and only appear when nobody else can see them.

5) **A random crew member falls ill**, suffering high fever and difficulty breathing. A successful Medical Aid check must be made each day for the next D10 days (failure increases the sickness duration by one day). If the character is not healed before the ship arrives, they suffer -5 to all rolls this mission.

6) **A random crew member suffers a sudden anxiety attack**, regardless of their Stress levels. Roll on the Stress Reaction table.

7) **A random crew member swears they saw another crew member hiding some alcohol on board.** It really looks like it's all in their head, though.

8) **A random crew member is coping poorly.** They must pass a Resolve check or attempt to binge-eat the provisions, consuming their week's rations in one sitting, unless they're somehow stopped.

9) **A random crew member has extremely vivid, prophetic dreams.** Next time they enter combat, they remember a dream, allowing them to surprise their opponents.

10) **A random crew member suddenly enters a catatonic state**, only to wake up a day later as if nothing happened. They lose all Stress and Trauma.

MISJUMP

Àrsaidh technology never fails on its own, but external factors can cause malfunctions. The most terrifying of these is the so-called “misjump.” This common term belies the fact that Àrsaidh ships don’t “jump” anywhere, they fold timespace and travel within a “warp bubble,” but regardless of the terminology, a misjump can range from annoying to a matter of life and death. Use the following tables after determining that a misjump is taking place.

If a time dilation takes place, randomly determine if the time difference is positive (time passes aboard the ship but not elsewhere), or negative (time passes elsewhere but not on the ship).

Consequences of a Misjump (D6)

1-2) A loud boom, systems reboot but nothing else happens

3-4) Time Dilation

5-6) Transit Dilation

Time Dilation Misjump (D6)

1-2) D10 hours difference

3-4) D10 weeks difference

5-6) D10 months difference

Transit Dilation Misjump (D6)

1-2) Instantaneous

3-4) D4 weeks shorter

5-6) D4 weeks longer

Secondary Misjump Effects (D6)

1) D6 randomly determined personal batteries are depleted

2) Drinking water is gone—halve remaining supplies

3) All crew members suffer a terrible headache and gain +5 Stress

4) The crew has problems remembering random details about their past

5) All onboard data has been wiped

6) Each crew member receives a Negative Trait

Arriving at the Expedition Site

Arriving at the Expedition Site

After weeks of travel, you've reached your destination. Of course, this isn't always good news. The coordinates are thousands of years old, so the destination might be missing or dangerous. Roll on the Arrival table to find out what happens next (ignore results below 16 if it is a known Site).

Arrival (D100)

1-2	The ship exits its final jump within a star that has recently expanded into a Red Giant. The ship, and all those within it, are destroyed.
3-15	The ship exits warpspace revealing nothing but debris and dust. Perhaps there was once something here worth visiting, but now it is forever lost to the void.
16-35	The Site is a large derelict ship! The ship automatically docks in it.
36-60	The crew's ship touches down on a planet.
61-80	This Site is a station or outpost orbiting a planet or moon.
81-100	The ship docks in an Àrsaidh base inside an asteroid or planetoid.

TRACKING TIME

VOYAGE TIME

The toughest part of a Deep Diver's job is not the exploration of potentially deadly alien worlds and ruins, but the interminable Voyage Time spent getting there. The uncertainty over whether or not the team will have enough supplies for the round trip is a mind-killer for most.

Space voyages take 1-7 weeks, with each crew member consuming (1x)Oxygen and (1x)Supplies each week. The duration of a spaceship's trip to its destination is determined as follows:

Reaching any destination takes a minimum of 1 week.

At the end of each week roll a Destination Check. There is a 40% chance (+10% each week) that the ship arrives at its destination.

Roll each week until the Destination Check is a success, the odds reach 100% or the crew runs out of reserves and dies.

RATIONING

Karum Station Authority recommends carrying a minimum of 6 Oxygen tanks and Supplies per crew member on any given voyage. But, in times of need, a character may consume half their allotted food and water Supplies per week, instead of the full amount. This allows the crew to hold longer when necessary, but it also saps their strength. At the end of each week without full rations, a character's Maximum Wounds is reduced by 1. The character recovers from this as soon as they eat normally for a week. If Maximum Wounds are reduced to 0, the character dies.

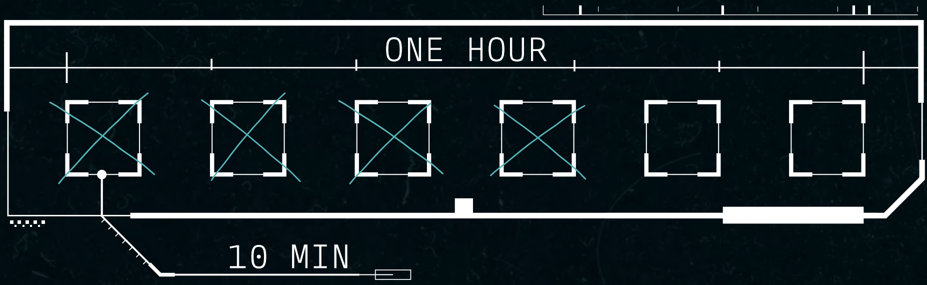
Oxygen may not be rationed.

SITE TIME

While exploring the strange and alien Sites frequented by the Àrsaidh, the passage of time will be an ever-present threat. Events will move forward, your batteries and oxygen will run out, and you will get hungry, among other things. All this is tracked with the help of the Time Track. As a rule of thumb, the Time Track advances in increments of 10 minutes, so each Time Track represents 1 hour. Events which move the time track forward mark 1 square and are noted with a +1🕓. For example:

- Using Stealth (Being Cautious): +2🕓
- Exploring an Area: +1🕓
- Searching an Area: +1🕓
- Entering Combat: +1🕓
- Completely Exploring a Site: +1🕓
- Moving Between Large Hexes: +1🕓
- Treating a Wound with Medical Aid: +1🕓
- Having an Extended Discussion: +1🕓
- Working a Complex Device (e.g. an LKPK): +1🕓
- Taking a Break: +1🕓
- Scavenging an Area +1🕓

(TIME TRACK ILLUSTRATION)



When the Time Track fills, each character removes (1x)Battery and (1x)Oxygen Pellet from their supplies, and removes (1x)Ammo if they fired their weapon during the previous Time Track circle. They should also update any ongoing effects that progress when the Time Track resets. Then start a new time track..

When among a crew, if one character performs an action that advances the Time Track, the rest of the crew can also take an action without further advancing the Time Track. For example, if one character attempts to work a console, another can treat the wounds of a friend while a third character searches the place. These three different actions, if performed simultaneously, will advance the Time Track by one instead of three.

You can also voluntarily let time pass. Whether you are waiting for a negative effect to pass or want to trigger a certain event, you can pass as much time as you want, so long as you are not in a combat situation.

GENERATING THE EXPEDITION SITE

After determining that there is in fact something worth exploring, it’s time to detail what it looks like and what the crew can expect from it.

GENERAL SITE DETAILS

All Sites share these few very basic but key details which influence the way the crew navigates them.

- Àrsaidh facilities have non-toxic but extremely oxygen-poor atmospheres, forcing all characters (*except those equipped with an LCR 3000*) to always wear their oxygen masks. There is a 20% chance a Site also requires a haz-mat or vacc suit. If so, there’s a 40% chance conditions are so dangerous as to require Level A protection.
- All Àrsaidh facilities have an artificial gravity of 1.5 g unless otherwise specified.

RANDOM SITE NAME GENERATION

New Sites are named by the KSA naming convention algorithm (*and often adjusted by the crew who found it*).

Random Site Name (3D100)

D100	First Syllable	Second Syllable	Numeric Designation	D100	First Syllable	Second Syllable	Numeric Designation
1	Cha-	-mun	603451	51	Laa-	-ezy	882245
2	Tho-	-ran	530132	52	Kri-	-max	548921
3	Gho-	-eah	555035	53	Don-	-khe	230011
4	Yut-	-lam	120402	54	Rea-	-aer	334412
5	Rhj-	-tho	908764	55	Din-	-ohl	554291
6	Der-	-vom	493054	56	Gar-	-anh	899876
7	Kla-	-ent	182954	57	Veg-	-ebe	837455
8	Tro-	-juu	934252	58	Ali-	-fre	235511
9	Waa-	-fre	056900	59	Joa-	-kir	344321
10	Net-	-ije	776853	60	Arb-	-fre	323116
11	Vro-	-gho	758223	61	Imb-	-act	626233
12	Cra-	-fra	959432	62	Glo-	-men	774198
13	Min-	-kle	102035	63	Tru-	-jar	900882
14	Dsa-	-xet	565433	64	Nao-	-kle	458382
15	Wre-	-gat	345021	65	Mom-	-fra	621776
16	Kae-	-maz	898345	66	All-	-gen	141125
17	Vli-	-kra	093412	67	Cob-	-dad	229925
18	Xri-	-ale	593839	68	Ret-	-tri	050091
19	Qua-	-tro	983456	69	Yeo-	-gla	448392
20	Yui-	-maa	100054	70	Mal-	-fer	343560
21	Lot-	-pro	554932	71	Deo-	-dru	883418
22	Pli-	-ioy	230295	72	Var-	-gry	456612
23	Klu-	-ble	839506	73	Blo-	-ope	323301
24	Hle-	-ben	933349	74	Hoj-	-eme	413445
25	Fla-	-cla	382920	75	Qon-	-tri	999771
26	Zem-	-mle	455467	76	Tri-	-nae	223008
27	Qlu-	-ten	499912	77	Kol-	-onu	449923
28	Fru-	-tla	559302	78	Deo-	-dos	220958
29	Bli-	-jok	034561	79	Emr-	-otr	592934
30	Mle-	-kon	888234	80	Fio-	-dar	781234
31	Kri-	-los	938562	81	Par-	-tea	855183
32	Gri-	-art	744582	82	Hon-	-mak	432099
33	Zas-	-ort	665949	83	Hok-	-epi	050529
34	Oer-	-plo	695921	84	Tra-	-mil	144102
35	Ylo-	-jho	223955	85	Hoc-	-las	456177
36	Azt-	-tyo	445912	86	Vli-	-mat	882345
37	Ert-	-moo	779223	87	Gho-	-try	922384
38	Vol-	-que	493952	88	Dra-	-axe	346258
39	Vra-	-nne	142532	89	Kro-	-eta	456176
40	Lil-	-moi	432988	90	Tho-	-rge	717314
41	Noa-	-boa	758392	91	Tuy-	-yol	558213
42	Kra-	-gho	559923	92	Vil-	-nes	235019
43	Yil-	-tro	456921	93	Chu-	-thi	293758
44	Cla-	-zot	098923	95	Oom-	-pha	000223
45	Wek-	-not	336278	94	Xat-	-tha	948459
46	Olg-	-ion	234592	96	Klo-	-rid	589212
47	Plo-	-ert	009645	97	Gan-	-gys	385175
48	Fre-	-fri	289540	98	Fyr-	-mef	239278
49	Tyo-	-zer	829395	99	Elo-	-ert	857720
50	Nil-	-fis	928395	100	Kal-	-tit	837190

MAIN SITE PURPOSE

Although the Àrsaidh's true intentions are unfathomable, it is possible to guess the purpose of their facilities based on their general appearance, location, size and main features. When first determining a Site's details, roll on the Site's Original Purpose table.

PRISON: An unfortunate necessity in any society, or perhaps a place to contain external threats.

REFINERY: A place for refining the Àrsaidh's many materials and sources of energy.

BIO RESEARCH AND CONTAINMENT: A place to study, evaluate and even contain the many lifeforms the Àrsaidh came across.

TEMPLE: Whether or not the Àrsaidh were religious, some of their facilities offer no purpose other than a space for spiritual enlightenment and contemplation.

DATA STORAGE: Facilities necessary among any sufficiently advanced society, in which all their information and knowledge is stored.

MILITARY: The Àrsaidh were as familiar with war as humanity, judging by their many weapon-looking devices. Unfortunately (or fortunately, depending on who you ask), the KSA's scientists have been unable to figure out how any of them work. Military facilities are always a priority for Drake Industries, so finding one is always good news.

Site's Original Purpose (D20)

1) Prison
2) Refinery
3) Bio Research and Containment
4) Temple
5) Data Storage
6) Military
7) Aesthetic
8) Communications
9) Residential
10) Teaching
11) Spaceport
12) Watchpost
13) Vault
14) Medical Research and Care
15) Refuge
16) Power Center
17) Governmental
18) Entertainment
19) Tomb
20) Industrial Production

// Site's Original Purpose (CONTINUED)

AESTHETIC: A Site built purely for enjoyment, be it an architectural wonder, or impressive garden. These Sites are often close to spectacular views such as nebulae or gorgeous planetary landscapes.

COMMUNICATIONS: A sort of relay center, usually full of data storage and interesting technology.

RESIDENTIAL: Small colonies or stations, ranging from a few hundred homes to incredibly complex megacities.

TEACHING: A center of knowledge and study designed to facilitate access to databases and the imparting of said knowledge to large groups of students.

SPACEPORT: A key part of any interplanetary travel network. Unfortunately, the few spaceports that have been found had no ships whatsoever.

WATCHPOST: The Àrsaidh seem to have identified many threats, most of them hopefully long gone. Most watchposts offer little explanation of their placement, while others may have been built to keep tabs on dangerous astronomical or planetary phenomena.

VAULT: A Site built to protect something of value (at least to the Àrsaidh).

MEDICAL RESEARCH AND CARE: These Sites are of great interest to xenobiologists, who hope to learn more about Àrsaidh physiology.

REFUGE: Judging by their construction and the weapon systems within, these Sites were built to protect occupants from some kind of external threat.

POWER CENTER: This can be anything from an energy production facility to a fuel relay station.

GOVERNMENT: A place built to house government officials in charge of a planet or sector. Or at least that is the current theory, as nothing is known about the structure of Àrsaidh society.

ENTERTAINMENT: A place to relax and be distracted, usually among soothing shapes, bathing areas and entertainment technology.

TOMB: A place to remember the fallen. These facilities range from singular monolithic tombs to large cemeteries and memory halls. Despite the name, no Àrsaidh corpses have ever been recovered—these places are always empty.

INDUSTRIAL PRODUCTION: A Site for producing Àrsaidh goods and technologies. They range from small-scale labs to cavernous halls full of strange machinery.

A SITE'S STORY

Hundreds of thousands of years have passed since the Àrsaidh disappeared without a trace, but the places they left behind didn't simply remain empty or static, frozen in time. All places have a history. Use the Site Story table if you want to discover an event from the recent past.

Site Story (D10)

1) Overrun by creatures
2) Became unstable
3) A source of corruption
4) Associated with wondrous technology
5) Overrun by synthetics
6) A powerful item is or was housed within
7) Has or had the answer to a big mystery
8) The place of a terrible tragedy
9) Associated with a terrible power
10) Terribly affected by a cosmic event

OVERALL SITE DESCRIPTOR

Use these tables for more details about a Site's first impressions. If the Site is on a planet, also roll on the Planetary Site Descriptor table.

Remember, Àrsaidh ships will always take the characters to Àrsaidh locations, regardless of what has happened since their disappearance. This means all Sites share design principles and overall architectural appearance: massive cyclopean constructions, plain unadorned surfaces (or adorned with geometric shapes or patterns), almost always built with A-metal or local stones. Their standard layout is organic, sprawling when possible and somewhat maze-like. This is not to say that all Àrsaidh locations are exactly identical, but these design throughlines can be found and recognized across all their Sites.

Overall Site Descriptor (D12)

1) Wet and cold
2) Dry and warm
3) Covered in strange moss-like substance
4) Large and spacious
5) Tight and cramped
6) Overrun with plant life
7) Constant strange noise
8) No artificial gravity
9) Partially operational
10) Thick with smoke or mist
11) Visibly plundered or partially destroyed
12) Built in a characteristically non-Àrsaidh style

Planetary Site Overall Descriptor (D10)

1) Near some ancient, barely recognizable ruins
2) Prone to cave-ins
3) Near flowing lava
4) Near a body of water
5) In a jungle-like environment
6) In a barren place
7) Within a mountain
8) Home to an active animal
9) Partially buried
10) Flooded

SITE ACTIVITY & KNOWN THREATS

After rolling a Site's purpose and descriptors, roll a D6 to determine the maximum number of potential ambushes. Ambushes are not your usual encounters—these "Known Threats" (or "Chasers" in Diver lingo) are independent from the Site's standard encounters.

Each time the Time Track resets, roll a D10 to perform an Activity Check. If the result is 1-2, you are ambushed by a randomly determined Known Threat. These encounters are considered ambush attacks, so the enemies receive +2 to their Initiative roll.

Site Activity (D6)

1) Deathly Quiet › One possible encounter
2) Quiet › Two possible encounters
3) Fairly Quiet › Three possible encounters
4) Active › Four possible encounters
5) Busy › Five possible encounters
6) Extreme › Six possible encounters

Known Threats (D6)

1) Spitter
2) Clobber
3) Taker
4) Psybane
5) Bomber
6) Cecaelia

DOMINANT SITE HAZARD

Most Àrsaidh Sites have a dominant hazard that forces the crew to adapt their approach. In conjunction with the Hazard Manifestation table, we can determine what sort of complication the crew will face throughout their exploration. But remember, these hazards are not necessarily monolithic and unchangeable. An “Extreme Temperature” result could be the product of a malfunctioning life support system. If the characters somehow fix that, the hazard would disappear. There are no limits to what you can do.

Site Hazard (D8)

1) Psychic Disturbances
2) Toxic Atmosphere
3) Collapsing
4) Overrun
5) Lockdown
6) Extreme Temperature
7) Distorted
8) Vertical

1) **PSYCHIC DISTURBANCES:**

Something terrible happened here, something that still echoes through its dark, cavernous halls. You can feel it, simply by standing within these cursed walls.

All Resolve rolls are considered Demanding (-5).

2) **TOXIC ATMOSPHERE:**

Not only is the atmosphere unbreathable to humans (as usual), but it's also corrosive when in direct contact with skin.

All characters not wearing a Level B hazmat or better suffer D20 damage every round.

3) **COLLAPSING:**

Something worse than the simple passage of time has caused this Site to begin slowly falling apart.

Each Time Track reset, a random character must pass a DEX check or take 3D10 damage as they are struck by falling debris.

4) **OVERRUN:**

There's nothing but hungry shadows with vicious teeth in here…

All encounters are with Aberrations, which leads to instant combat.

5) **LOCKDOWN:**

This facility is in complete lockdown, making it difficult to get inside and explore.

Every single Area's access point is locked (Technology check to open).

6) **EXTREME TEMPERATURE:**

Whether the Site is exposed to the vacuum or life support systems are not working as intended, this is not a place you'd like to spend too long in.

If not using a vacc suit of some type, this place is impossible to explore.

7) **DISTORTED:**

This place twists, its corridors turning and spiraling without reason. Even time seems wrong here—hours turn to minutes, and minutes to days with no discernible pattern.

Each time the Time Track progresses, there's a 50% chance it goes back one step instead of forward.

8) **VERTICAL:**

This place stretches as far vertically as it does horizontally, with constant changes in layout and height that force you to spend valuable time navigating them.

In order to move between Areas, characters must climb D20 feet.

SITE AREAS

After establishing a Site's basic facts, it's time to characterize its locations of interest, called Areas. These vary depending on the nature of the Site. In a maze-like underground habitat, Areas might be actual rooms. In an overgrown biological research facility, they might be open containment clearings with direct access to a planet's surface. Areas are simply those few places (possibly among hundreds of empty rooms, corridors and service spaces), where something interesting can be found.

Site Size (D4)

{ 1 } Small { 2 } Medium { 3 } Large { 4 } Huge

SITE EXPEDITION REPORT

A Site's size determines how many Areas, resources, Xenoanthropological finds and unique encounters it will contain. This is crucial for properly filling out the Site & Expedition report sheet. The KSA demands crews use this to detail all their findings and discoveries, as well as all the Site's details: Name, appearance, location, suspected original purpose, etc. The crew can leave at any time, but once the sheet has been filled the crew can be certain there's no reason to linger or return to the Site.

SMALL SITE: D4+10 Resources, D4+10 Xenoanthropological finds, up to 4 unique encounters

MEDIUM SITE: D10+20 Resources, D10+20 Xenoanthropological finds, up to 6 unique encounters

LARGE SITE: D20+20 Resources, D20+20 Xenoanthropological finds, up to 8 unique encounters

HUGE SITE: D20+40 Resources, D20+40 Xenoanthropological finds, up to 12 unique encounters

Since it doesn't make sense for a station or other self-contained area to have an infinite diversity of creatures, you must roll on the Site's encounters table (found on the Site Report sheet) before each encounter. This table will start off empty, but as empty slots are rolled it will continually fill up. Keep in mind, this table only tracks different creature types. Creatures can still appear in different difficulties, depending on the Encounter in question.

EXAMPLE ▾

Luis' character Amanda has just had her first Site encounter: a Titan. Since she is exploring a small Site, she writes "Titan" in the first of her Site Report sheet's 4 encounter slots. Next time Amanda encounters an enemy, Luis must roll a D4 on his Site Encounters table. If Luis rolls a 1, it will be another Titan! Otherwise, it will be a new creature type.

AREA CONNECTORS

When you can't decide how one Area connects to the next, roll on the following table. This doesn't have to be literal—feel free to place empty rooms or sections between Areas as needed.

Area Connector (D20)	
1-10	Simple hallway (20% chance of an ambush)
11	Stairs going down
12	Stairs going up
13-16	Grand, wide hallway (20% chance of an ambush)
17	Bridge
18-20	Areas are directly connected

AREA EVENTS & EXPLORATION

When the crew moves to a new Area of interest, we must roll on the Site Exploration table (and the appropriate sub-tables) to determine what they find. If the Site Report Sheet shows there are no more Resources or Artifacts, re-roll those results.

Site Exploration (D10)	
1-2	Encounter
3	Resources
4	Xenoanthropological Artifact
5	Hazard Manifestation
6	Locked Access Point
7	Dread Event
8	Automated Security Measures
9	Fixed Event
10	Random Occurrence

ENCOUNTER: The crew runs into something. This is rarely good news.

RESOURCES: Tools, data crystals, A-Metal cubes—these are what Divers risk their lives for (and what the KSA is willing to pay for).

XENOANTHROPOLOGICAL ARTIFACTS: Cultural, historical or ethnologically interesting finds. These include notes on architectural elements, pictograms, art—anything that might describe the Àrsaidh (or another civilization).

HAZARD MANIFESTATION: An encounter with the Site Hazard (the Site's defining threat or obstacle).

LOCKED ACCESS POINT: A closed door (or similar barrier) that the crew must bypass to progress.

DREAD EVENT: Not everything a crew encounters has a direct, rational explanation. The universe is a big place and the insignificant human mind cannot comprehend its vastness.

AUTOMATIC SECURITY MEASURES: At the end of the day, a crew of Divers are no better than tomb robbers breaking into places they shouldn't be in. Sometimes those places fight back.

FIXED EVENT: A clearly defined problem or circumstance for the crew to deal with.

RANDOM OCCURRENCE: This result requires the GM or solo player to interpret a few words, in the light of recent events and the type of Site the crew is, in order to produce some unique challenge or situation.

4.7

ENCOUNTERS

ENCOUNTER TYPE & DIFFICULTY

> The first thing you must determine when facing an encounter is what exactly you are encountering. This varies depending on whether the crew is one, three or five members.

> Next, turn to the Antagonists chapter to generate the opponent in question (unless you already encountered it so you know what creature it is).

Encounter Difficulty (D20)	
1–5	Easy
6–13	Standard
14–18	Elite
19–20	Overwhelming

> For a more variable difficulty, roll below for each encounter, whether it has been registered in the Expedition Report sheet or not.

Variable Combat Encounter Difficulty (D10)

1-2	Easy: -5 to Combat Skills
3-8	Average: No changes
9-10	Hard: +5 to Combat Skills

RESOURCES

This is the reason Deep Divers risk their lives among the unknown stars: finding and bringing back enough valuable stuff to make them rich (or at least prolong their stay in Karum Station).

The KSA's definition of "valuable" is very limited, though. Aside from report data and scavenged scraps, resources are almost always things like Àrsaidh Data Crystals (small multifaceted purple crystals likely for data storage, based on years of KSA research) and A-Metal Alloy Cubes, the only inactive (and therefore malleable) form of A-Metal found.

- Data Crystals are *Light*. The KSA pays 50 DC for each.
- Alloy Cubes occupy 1 Gear Slot. The KSA pays 75 DC for each.
- Each time the Resources result appears on the Site Exploration table, the crew finds D10 Data Crystals and D6 Alloy Cubes.

SCAVENGING ALIEN TECHNOLOGY

Sometimes, an unlucky crew will find a Site almost depleted of Data Crystals and Alloy Cubes. Still, even Àrsaidh junk can be of interest to the KSA. An ambitious crew can spend time (+1🕓) and make a single Àrsaidh Technology check to scavenge for scrap. If they succeed, they find 1 Gear Slot worth of scrap with a combined value of D100 DC.

BACKTRACKING

As the crew's bags start to get full, players might decide to backtrack and deposit their finds in the ship's cargo. This is perfectly possible, so it's recommended to draw a schematic of the Site. After all, characters will still spend resources on their way back to the ship, and combat encounters are still possible (depending on the Site's activity and how many encounters are left).

XENOANTHROPOLOGICAL ARTIFACTS

Àrsaidh tools, weapons and other historical or archeological finds are of real interest to the KSA. With these, humanity is attempting to piece together the answer to a very important question: Exactly who were the Àrsaidh? Each time the Xenoanthropological Artifact result appears on the Site Exploration table the crew finds D4 Artifacts.

The nature of these finds varies immensely, but you may use the following table to get a basic idea:

Xenoanthropological Artifact (D20)

1) A gold ring engraved with a short Àrsaidh inscription. (Light)

2) A silver sphere with a smooth mirror-like surface. (Light)

3) A metal bar with spaced incisions—some type of specialized tool? (Light)

4) A wood-like box engraved with gorgeous geometric patterns. (1 GS)

5) A 6” concave metal disc that hovers above any surface. It is warm to the touch. (Light)

6) A flat piece of unbreakable glass(?) in a small silver frame. (1 GS)

7) An empty vase-like object decorated with a constellation. (1 GS)

8) A small metal pyramid. A piece of glass protrudes from one of its sides. (Light)

9) A rigid plastic-like tube that ends in a flexible appendix. (Light)

10) Small coin-shaped fragments of an unknown, extremely hard material. One side of each is engraved with a sigil. (Light)

11) A small textured sphere—perhaps an extremely detailed replica of a planet? (1 GS)

12) A stone cube that fits in the palm of the hand. Confounds KSA scanners. (Light)

13) A glass-like hexagonal rod, 10” long. It feels sticky to the touch. (1 GS)

14) A metal rod, a handle at its bottom and a blue sphere at its top. (1 GS)

15) A fabric-like material, impossible to break. (Light)

16) A small plastic-like sphere. If it collides with a surface, it bounces and lights up, emitting a clean, bright blue light. (Light)

17) A small metallic box containing a pink paste. The paste bursts into flames if taken out of the box. (Light)

18) A 5” metal blade covered in intricate sigils. (1 GS)

19) A small dodecahedron split in 3 rotating sections. (Light)

20) A red gem-like stone the size of a fist, beautifully cut. There is a strange flicker within. (Light)

INTERACTING WITH ARTIFACTS

When a crew member (stupidly or desperately) attempts to activate an artifact, they must make a Technology check. If they succeed, use the following table to determine the results.

Activating an Artifact (D12)

1) It breaks down.
2) It explodes, dealing D20 damage within a 6’ radius.
3) It opens a nearby door or access point.
4) It projects a cosmetic hologram on the user, changing their appearance.
5) It activates a piece of technology within the Site.
6) It quickly heats up or cools down.
7) It grants the user a random Talent as long as they remain within the Site.
8) It shocks the user, dealing D20 damage.
9) It sprays the user with a toxic liquid which destroys a random item.
10) It does nothing.
11) It shows the user horrific visions of their close ones being burnt alive. (+1 Trauma)
12) It soothes the user, who knows everything’s going to be okay. (-10 Stress)

DETERMINING THE VALUE OF ARTIFACTS

The PCs will not know an artifact's exact value until it's been evaluated by KSA experts. Roll below to find out how much each one is worth.

Artifact Value (D6)

1) Worthless
2) Trivial: 10 DC
3) Interesting: 25 DC
4) Valuable: 50 DC
5) Precious: 75 DC
6) Priceless: 100 DC

Additionally, characters get paid 5 DC per find type (Resources or Xenoanthropological) and per each recorded Encounter.

SITE HAZARD MANIFESTATION

When a crew encounters a *Hazard Manifestation*, use the following table (in conjunction with the dominant Hazard) to learn more about it. Keep in mind, the results might not always be literal. Here are a few examples:

- Rolling *"Drains a character's resources"* on a Vertical Site could mean batteries or oxygen pellets are dropped down a precipice.
- Rolling *"Destroys a piece of gear"* while in a Lockdown Site could mean an automatic door suddenly shuts, smashing a character's Medical Kit.
- Rolling *"It Affects a character in a way that doesn't manifest for days"* within an Overrun Site could mean a character is infested with a parasitic creature which will burst out of their chest a few days later, when the crew is in their ship heading back to Karum Station.

As always, keep it simple and don't let the action be slowed down by doubt! As long as things move forward and the story is interesting, everything works itself out.

Hazard Manifestation (D20)

1) Drains a character's resources
2) Assaults a character's senses
3) Destroys a piece of gear
4) Creates a biohazardous danger
5) Assaults a character with visions
6) Produces loud noises
7) Forces a character into unconscious
8) Closes off the path behind the crew
9) Terribly assaults a character's mind
10) Hides something of value
11) Opens a path to a new Area
12) Removes an advantage or strength
13) Affects a character's recovery (psychological or physical)
14) Affects the Time Track
15) Attracts the unwanted attention of a creature
16) Affects a character in a way that doesn't manifest for days
17) Affects a relationship
18) Forcibly moves the crew to a different Area
19) Forms a trap
20) Provides a benefit

LOCKED ACCESS POINTS

While exploring an Area, some access points and entries will be closed. When this happens, roll below to determine what type of door it is. If the characters are lucky and get it open, they might find something special on the other side. But if they want to progress and can't get through, they will have a difficult path ahead. To open a locked door, a character must use a lockpick device as described below. Each attempt advances the Time Track by 1.

- › Generate the Firewall: Roll 2D10, arranging the lower result on the left and the higher on the right.
- › Attempt to Lockpick: The player must guess whether a third D10 will land outside or inside the Firewall. Once they guess, roll the D10. If they're correct, they located the Access Node and unlocked the door. If they're wrong or the third die matches either Firewall number, it remains locked.

EXAMPLE

Albert is attempting to open a locked door. First, he rolls 2D10 to generate the Firewall, obtaining a 7 and a 3. He evaluates his chances and decides there's a bigger chance the Access Node is outside 3 and 7, so that's what he guesses. Unfortunately, he rolls a 5 which means that the Access Point was actually within the two numbers. The door remains firmly locked and the Time Track moves forward by 1.

Upon encountering a locked access point, roll to determine the Door Type.

Door Type (D10)

1) **ALARM DOOR:** Tampering with this door will trigger a silent alarm. A Perception check is required to detect the alarm and a Technology check is required to turn it off. Failure to pick the lock or disable the alarm will trigger an Encounter.

2) **DREAD DOOR:** Something feels wrong about this door—your head feels dizzy when you look at it. Characters must pass a Resolve check to interact with it.

3) **HEART DOOR:** Crossing this door's threshold causes all characters to become Composed.

4) **SECURE DOOR:** A particularly difficult door. When attempting to open it with a LKPK, roll two Access Node dice and pick the worse result.

5) **FLAME DOOR:** This door's threshold has extra security measures. When crossed, a sheet of intense flames jets from the top. This requires a Perception check to detect and a Technology check to disarm.

6) **MIND DOOR:** Upon crossing this door's threshold, it becomes patent that this was not meant for a human mind. A sharp psychic pain strikes all characters (+D20 Stress), leaving them convulsing until they can crawl away from the door.

7) **ELECTRIC FIELD DOOR:** This door has a powerful electric field which causes batteries to explode. Upon crossing its threshold, a random character loses 1xBattery and receives D10 damage.

8) **FLESH DOOR:** A mass of fleshy matter blocks the way, with only a valve-like orifice allowing passage through. Squeezing through is not actually difficult, but the experience causes all characters to gain D4 Stress.

9) **ONE WAY DOOR:** This innocuous threshold allows characters to cross it in one direction, but a force field blocks any attempts to cross back through it.

10) **STANDARD DOOR:** A normal door made of strong metal.

WHAT'S BEHIND THE DOOR?

Most access points were locked for security reasons, but thousands of years have passed since these facilities were used and it's likely things changed during that time. Each time a locked door is opened, there is a 10% chance the crew finds something more than a dusty room or Area on the other side.

What's Behind the Door? (D4)

1	The vacuum of space (ignore if on a planet's surface)
2	A dangerously corrosive gas (D20 damage/round without a Level A Hazmat suit)
3	The nest of some abomination (elite)
4	A Resource (pg 148)

ALTERNATE ACCESS POINT

If a crew cannot go through an access point, they must find a way around it. This usually means taking a more dangerous route: crawling through vents and maintenance tunnels, retracing their steps to find other paths that didn't look as safe and being forced to deal with potential enemies.

To find an alternate access point:

- Advance the Time Track +1🕓.
- Roll a D10: 1-5 the crew must face an Encounter (pg 146), 6-10 they run into Automated Security Measures (pg 164). Roll on the appropriate table to find out the details.

DREAD EVENT

Exploring an alien site is not for the faint of heart. Knowing that danger and death lurk behind every corner takes a toll, and there are many unknown horrors that can slowly eat at a team's chances of coming out alive. Whenever the GM or the circumstances require it, roll on the Dread table.

Dread (D20)

1) There's nothing you can do. You cannot stop the Darkness. It has come for you.
{Roll on the Taints table.}

2) What was that noise? Is something lurking around that corner?
{All characters gain D4 Stress.}

3) I had it right here, hanging from my belt!
{Every character must spend 1 Luck or lose 1 random piece of gear.}

4) You are surrounded and alone, it doesn't matter how fast you run.
{Any character that flees gains +D10 Stress.}

5) Paralized by fear, indecision and exhaustion, you can barely keep it together.
{As long as they remain in this Site, a random character cannot use or benefit from the effects of a random Talent.}

6) It's over there, don't you see? Kill it!
{All characters spend 1xAmmo shooting at shadows.}

7) Breathe, breathe…

{A random character hyperventilates, spending (1x)Oxygen pellet.}

8) A wave of panic invades you with thoughts of humanity's insignificance and its desperate struggle for survival.

{All characters gain +15 Stress.}

9) They're everywhere!

{The crew suffers an ambush attack.}

10) It hurts so bad you can feel your very soul twisting in agony.

{For each Wound a character currently suffers they gain 10 Stress.}

11) Looks like we triggered some defense protocol.

{All Guardians encountered have +1 Max Wounds.}

12) Just a bit longer, don't let the fear overtake you.

{A random character must pass a Resolve check or else roll on the Trauma table.}

13) How are they so fast?!

{All Aberrations encountered have +1 Initiative.}

14) We should have never come here, this place is cursed, I tell you.

{While at this Site, anytime a character rolls a natural 6 on a Resolve check they must roll on the Dread table.}

15) A strange shadow clouds your vision, a darkness both terrifying and illuminating.

{All characters earn 50 XP and D20 Stress.}

16) You interpret a recent event as a dark omen of things to come.

{All characters gain +1 Luck and D20 Stress.}

17) You can hear the screams of a thousand worlds dying in your head.

{All characters receive D10 Stress for each Dread effect active in this Site.}

18) The more your resolve falters, the more vicious the creatures seem to become.

{All Abominations and Guardians gain Tough.}

19) They know you're here!

{Next time the crew faces a combat encounter, it automatically becomes an ambush.}

20) Looking back at your life's deeds, an immense sense of self-doubt whispers that you've achieved nothing.

{All characters perform all skill checks with -1 to their skills.}

Taints (D10)

1) **CONTAMINATED SURGE:** *A dark feeling pushes the pain away—an exhilarating rush akin to diving into water from high above.* Your max Wounds are reduced by 1 but once per Site you may heal all Wounds and Conditions.

2) **NECROTIC SKIN:** *Your skin feels different, as if it were quickly dying and peeling off, only to regrow in a matter of seconds.* You suffer an extra D4 damage when receiving any damage, but permanently gain Armor (2).

3) **THE HUNGER:** *A weakness takes hold, something you cannot shake off. It makes you vicious, seeking violence’s temporary relief.* You lose 2 CON but gain Armor Penetration (5).

4) **PUPPET OF THE GODS:** *Your will snaps, leaving your destiny in the hands of the gods.* You lose 2 WIL but start every Site exploration with +1 Luck.

5) **SCRAMBLED MEMORIES:** *Your past blurs and you remember things wrongly. You find yourself incapable of doing some things but have gained new skills.* Lose 5 skill points in one skill, but redistribute them among any others.

6) **DARK ESSENCE:** *Your constitution drains, leaving you sick and nauseous, yet a newfound viciousness sprouts forth, making you implacable during combat.* Lose 1 max Wound but deal an extra D10 damage with each attack.

7) **DISTORTED REALITY:** *Your experience of reality shifts, making it difficult to distinguish what's real from what is not.* You earn half the XP you normally would, but are immune to the effects of Stress.

8) **INFESTED ARM:** *Your left arm is taken by the Taint, becoming totally unresponsive.* You can only use one-handed weapons, but you're filled with an ecstatic urge to survive which grants you +1 max Wounds.

9) **POISONED:** *You feel the Taint running through your veins—you're unsure if you can hold back its malignant effects much longer.* You start every Site exploration with Poisoned (I), but have advantage on all non-combat related CON checks.

10) **BLINDED:** *The Taint takes over your sight—you can barely see anything but silhouettes—but as your body adapts, you feel as if nothing could possibly poison you.* You are Blinded, but become immune to radiation and poison.

AUTOMATIC SECURITY MEASURES

The crew will encounter Automatic Security Measures whenever their actions trigger the Àrsaidh defense systems. These systems' sophistication makes them impossible to detect unless the characters are being Cautious (page 82), but even when triggered there is a possibility the characters will manage to avoid the consequences.

Automatic Security Measure (D10)

1) Alarm
2) Combustible Gas
3) Electricity Field
4) Gravity Reversal
5) Lock Down
6) Nanites
7) Sonic Blast
8) Stasis
9) Teleport
10) Turret

1) **ALARM:** A disquieting sound emerges from everywhere at once. A character must pass a Technology check to turn it off, or else an Encounter takes place.

2) **TELEPORT:** Each crew member is teleported to a random location:

Random Teleportation (D10)

1-3	To a new, unexplored Area
4-6	To the Site's entrance
7-9	Inside a locked room
10	Outside (the planet's surface or the vacuum of space, depending on the Site)

3) **STASIS:** A force field traps two random crew in permanent stasis—unable to move or act in any way. A Science check will reveal how to undo the Stasis (e.g. overloading the stasis field, finding the source of the field, disabling its power source). Characters in stasis remain there indefinitely, until they can be rescued.

4) **NANITES:** A cloud of aggressive nanites is released. They surround a random character, inflicting 1 Wound/round. The most effective way to deal with them is with fire, but be open to alternate solutions such as freezing them or electrocuting them. They will move from character to character until there's nobody left.

5) **COMBUSTIBLE GAS:** The Area is filled with highly combustible gas, only detectable via an active Atmospheric Sensor which should give the crew enough time to exit the Area. If undetected, the gas combusts moments later, causing D20 damage to all characters within the Area.

6) **ELECTRICITY FIELD:** Bolts of electricity shoot from all directions, inflicting D10+10 damage to all characters within the Area. The field lasts 1 round, but reactivates each time any character enters the Area.

7) **LOCK DOWN:** The site enters a Lockdown protocol. All undiscovered Areas become Locked, including the one the characters are presently in.

8) **SONIC BLAST:** An extremely unpleasant noise fills the Area. All characters suffer minor hearing damage and a -2 to Perception checks for the remainder of the expedition.

9) **TURRET:** An automated turret emerges from the wall (Ranged Weapon skill 12, D20 damage), shooting at a random character each round until deactivated or destroyed.

10) **GRAVITY REVERSAL:** Upon entering this Area, all characters must pass a DEX check to avoid receiving 1 Wound as they suddenly "fall" toward the ceiling. Not only is the gravity flip permanent, but there's a 20% chance that the whole Site has had its gravity reversed.

FIXED EVENTS

The following events are more clearly defined. As such, they can quickly become repetitive, so feel free to modify them or come up with your own, adapting them to the crew's current Site.

Fixed Event (D20)

1) A random character is assaulted by terrible visions: incomprehensible creatures emerge from the walls, leaving bloody trails in their wake. The character gains D10 Stress and must pass a WIL check to avoid firing at will. (other Divers must pass a DEX check or be hit)

2) Strange growth covers this room, a moss-like tumor the color of rotten leaves that is somehow corroding even A-metal! Characters must make a DEX check or lose a random piece of gear.

3) A throne-shaped structure has been erected in the middle of this room, made entirely of different kinds of bones. A Perception check reveals a surprise among the bones: a human skull.

4) This section's floor has completely crumbled away, revealing a deep black hole below.

5) A random character hears an insistent voice asking, "Why are you here?" The character gains 5 Stress.

6) Two random crew members get the very strong impression they are being followed. Is it true, though?

7) Right as the crew enters this room, they catch a glimpse of someone leaving it. Pursuing results in nothing—did that actually happen, or was it all in their heads?

8) A mix of mud and slime covers this unusually warm room, filth dripping from its walls. In the corner, a pile of what appears to be large eggs shivers slightly. Something stirs inside of each egg.

9) As the crew enters this Area, all their electronic devices and light sources stop working for as long as they remain within.

10) Distracted, a random crew member is bitten on the hand. There's nothing around, but the bite is clearly real. Is the bite dangerous?

11) Strange fungi covers this Area, bulbous, pale and wet. Walking close to them causes them to burst in a cloud of spores. If any character has exposed skin, they suffer the effects of Poison II.

12) This Area's floor is completely frozen and covered with a sheet of ice, making it difficult to traverse. Advance the Time Track +1 🕓.

// Fixed Event (CONTINUED)

13) This Area is riddled with small tunnels that form the hive of a local Abomination. Excess noise could awaken the Hive: each character must pass a Stealth check or they're in trouble. Use the Swarm enemy profile (Hard). The creatures will not give chase beyond the hive.

14) As soon as the crew enters this Area they fall to their knees, heads spinning. They see themselves from outside their own bodies and hear a loud grating while their vision fluctuates. When it stops, something's terribly wrong: each player swaps their character sheet with the player to their left. This lasts until the Time Track resets. If alone, the visions overload their senses, leaving them confused as the Time Track advances +1🕓.

15) This room is at least 5 times taller than the others, with a stela or decorative column in its center. Approaching it has a 50% chance of granting or consuming 1 Luck.

16) A dull metallic box sits in a corner of this room. About 1' tall and deep, it has a clear lid that can be easily opened. There's a 50% chance opening it reveals a valuable artifact (pg 150) and a 50% chance it sets off an explosive (D20 damage).

17) A ladder in this room leads to a hatch in the ceiling. This is a direct exit point from the Site.

18) A subtle humming can be heard, slowly but surely increasing in intensity. If the characters remain here for longer than a minute, they must pass a CON check or take D10+5 damage and start bleeding from their ears.

19) A strange sense of calmness invades all characters who enter this area—the feeling of having recovered a lost, cherished memory. Remaining here for a while (+1🕓) restores D20 Stress but makes it difficult to leave voluntarily. Characters must pass a WIL check to leave, and can only attempt it once every 10 minutes (+1🕓).

20) A bright light burns in the center of this Area—like a miniature sun floating upon a pedestal. This was probably some sort of power source, but unfortunately it is unstable and leaking radiation. Anyone not wearing protective gear is exposed to D100x3 rads.

RANDOM OCCURRENCES

As described on page 132, every Site had an original purpose. This purpose, combined with its story and overall description, are meant to be used as reference points to create unique discoveries and challenges with the help of the following tables. As usual, the Action & Theme tables on page 254 may help you further refine these results.

Discovery (D20)

1) Collapsed or exposed section
2) Bones or remains
3) Artifact
4) Dead creature
5) Locked access point
6) Alloy cubes
7) Unique art display *(mural, statue, etc.)*
8) Strange atmospheric readings
9) Data crystals
10) Unexpected plant or fungal life
11) Junk or debris
12) Strange or out of place building style
13) Aural or visual illusions
14) Signs of a fight
15) Strange conditions: gravity, magnetic push or pull, teleportation, quantum effects
16) Tracks or marks
17) Out of place object
18) Site exit
19) Pit or shaft
20) Àrsaidh ship

Type of Occurrence (D4)

[1] Danger [2] Discovery [3] Event [4] Situation

Danger (D6)

1) Security Measure
2) Combat Encounter
3) Explosion
4) Environmental *(ceiling or ground collapsing, pipe leaking hot gas, etc.)*
5) Radiation
6) Psychic disturbance

Event (D10)

1) Unexplainable event *(psychic visions, extra-dimensional portal, temporal anomalies, etc.)*
2) Ancient danger awakening
3) Strange noises
4) An event directly related to the Site's original purpose
5) Depressurization, one Area at a time
6) Perfect human conditions *(gasses, pressure and gravity)*
7) Uncontrolled fire
8) A blinding light shines here, making it very difficult to see anything
9) A character is assaulted by visions of the place's past
10) Some type of temporal field restores the crew to how they were 2 Time Tracks ago—all lost resources are recovered, wounds received are healed (or re-opened), etc.

SITUATIONS

This section contains a list of general verbs and specific nouns for suggesting situations that could arise between existing elements (people, creatures, etc.). When using them, interpret the words loosely and even non-literally. Roll as many times as you need, to generate something interesting that the characters can interact with.

Verbs (D100)

1 Abandon
2 Accuse
3 Aggravate
4 Aid
5 Alert
6 Ambush
7 Alter
8 Astonish
9 Banish
10 Beckon
11 Beguile
12 Blast
13 Bother
14 Break
15 Broadcast
16 Capture
17 Carry
18 Challenge
19 Charm
20 Chase
21 Choke
22 Claim
23 Climb
24 Collapse
25 Collide
26 Conceal
27 Confront
28 Confuse
29 Contaminate
30 Corrupt
31 Damage
32 Dare
33 Decay
34 Decline
35 Dedicate
36 Deface
37 Defeat
38 Defend
39 Defuse
40 Deliver
41 Destroy
42 Discover
43 Discuss
44 Disperse
45 Disturb
46 Divert
47 Elude
48 Endanger
49 End
50 Enforce
51 Engage
52 Engineer
53 Enlighten
54 Ensnare
55 Enter
56 Exchange
57 Evacuate
58 Evade
59 Examine
60 Exchange
61 Explode
62 Fake
63 Fall
64 Follow
65 Force
66 Foretell
67 Fracture
68 Free
69 Frighten
70 Frustrate
71 Gather
72 Give
73 Glimpse
74 Grab
75 Guard
76 Hurry
77 Hurt
78 Inflame
79 Infest
80 Inform
81 Instigate
82 Mutate
83 Obscure
84 Obstruct
85 Perform
86 Prohibit
87 Provide
88 Pursue
89 Repair
90 Research
91 Reward
92 Scavenge
93 Segregate
94 Seize
95 Speak
96 Tempt
97 Transform
98 Vanish
99 Warn
100 Witness

Nouns (D20)

AESTHETIC

1) Art
2) Sense
3) Abstract
4) Subjective
5) Vision
6) Design
7) Harmony
8) Concept
9) Pleasure
10) Relaxation
11) Esthetic
12) Creative
13) Reflection
14) Experience
15) Sculpture
16) Value
17) Sophistication
18) Leisure
19) Variety
20) Diversion

COMMUNICATIONS

1) Tower
2) Console
3) Sign
4) System
5) Access
6) Connection
7) Array
8) Display
9) Communication
10) Network
11) Channel
12) Content
13) Symbol
14) Sound
15) Signal
16) Technology
17) Receptor
18) Facility
19) Interface
20) Satellite

DATA STORAGE

1) Data Point
2) Terminal
3) Server
4) Library
5) Maintenance
6) Database
7) Facility
8) Security
9) Hardware
10) Software
11) Information
12) Interface
13) Access
14) Link
15) Node
16) Virtual
17) Storage
18) Circuit
19) Disposal
20) Process

ENTERTAINMENT

1) Amusement
2) Joy
3) Technology
4) Device
5) Interface
6) Machinery
7) Music
8) Display
9) Digital
10) Distraction
11) Gratification
12) Interaction
13) Amplifier
14) Creation
15) Reality
16) Wavelength
17) Channel
18) Ceremony
19) Data
20) Festival

GOVERNMENT

1) Executive
2) Control
3) Administration
4) Archive
5) Data
6) Chart
7) Public
8) Authority
9) Measure
10) Law
11) Organization
12) Supervision
13) Institution
14) Establishment
15) Overseer
16) Domain
17) Council
18) Nation
19) Planet
20) Sector

INDUSTRIAL

1) Manufacture
2) Product
3) Technology
4) Machinery
5) Power
6) Factory
7) Mine
8) Metallurgy
9) Chemical
10) Biological
11) Infrastructure
12) Storage
13) Development
14) Automation
15) Military
16) Architecture
17) Supply
18) Utility
19) Construction
20) Engineering

Nouns (D20) // (CONTINUED)

	MEDICAL RESEARCH	MILITARY	POWER CENTER
1)	Trauma	Defense	Energy
2)	Injury	Attack	Fuel
3)	Patient	Weapon	Power
4)	Technology	Warfare	Coil
5)	Data	Garrison	Storage
6)	Research	Force	Battery
7)	Infirmary	Technology	Engine
8)	Pathology	Mission	Generator
9)	Infestation	Invasion	Electricity
10)	Morgue	Conflict	Field
11)	Treatment	Security	Station
12)	Specialist	Enemy	Grid
13)	Disease	Authority	Control
14)	Medicine	Strategy	Development
15)	Treatment	Martial	Line
16)	Discovery	Gear	Pipe
17)	Theory	Guard	Conductor
18)	Experiment	Oppression	Factory
19)	Seeker	Barracks	Research
20)	Genetics	Service	Equipment

	PRISON	REFINERY	REFUGE
1)	Punishment	Plant	Safety
2)	Crime	Smelter	Barricade
3)	Inmate	Container	Guardian
4)	Panopticon	Factory	Sanctuary
5)	Ward	Refiner	Habitat
6)	Jail	Pipeline	Hideout
7)	Authority	Machinery	Colony
8)	Guilt	Hazard	Threat
9)	Innocence	Crystal	Resource
10)	Abuse	Reactor	Camp
11)	Justice	Crucible	Settler
12)	Seclusion	Mill	Nest
13)	Deprivation	Oleum	Ark
14)	Wall	Alloy	Accommodation
15)	Freedom	Furnace	Remains
16)	Containment	Gas	Ward
17)	Death	Smithing	Host
18)	Time	Creation	Solace
19)	Loneliness	Destruction	Sustenance
20)	Security	Refuse	Shroud

Nouns (D20)

	RESIDENTIAL	SPACEPORT	TEACHING
1)	Housing	Ship	Lesson
2)	Building	Anomaly	Science
3)	Shelter	Danger	Mystic
4)	Protection	Fuel	Mind
5)	Zone	Supplies	Education
6)	Industrial	Technology	Program
7)	Facilities	Launchpad	Knowledge
8)	Subsistence	Maintenance	Instructor
9)	Community	Station	Study
10)	Individual	Barge	Development
11)	Institution	Weapon	Tutor
12)	Population	Flight	Inspiration
13)	Lodging	Gravity	Academia
14)	Storage	Pilot	Power
15)	Host	Observatory	Progress
16)	Construction	Surface	Idea
17)	Habitat	Navigation	Institute
18)	Dormitory	Satellite	Data
19)	Denizen	Control	Legacy
20)	Dome	Astronautics	Authority

	TEMPLE	TOMB	VAULT	WATCHPOST
1)	Shrine	Mausoleum	Security	Turret
2)	Worship	Burial	Guardian	Citadel
3)	Spirituality	Memorial	Danger	Observatory
4)	Deity	Stele	Information	Analytics
5)	Prayer	Monument	Resource	Technology
6)	Sacrifice	Guardian	Chamber	Discovery
7)	Ancient	Decoration	Hideout	Surveillance
8)	Augur	Stonework	Storage	Lookout
9)	Belief	Necropolis	Gate	Danger
10)	Ritual	Sepulcher	Wall	Alarm
11)	Cult	Grotto	Alarm	Vigilance
12)	Religion	Shrine	Container	Information
13)	Practice	Altar	Access Point	Reconnaissance
14)	Sacredness	Ruin	Barrier	View
15)	Ceremony	Artifact	Device	Mission
16)	Offering	Death	Button	Personnel
17)	Pilgrimage	Rest	Shield	Automation
18)	Stele	Peace	Bastion	Evaluation
19)	Icon	Crypt	Ward	Security
20)	Schism	Grove	Hold	Control

TAKING A BREAK

A crew must rest every hour or so while exploring Àrsaidh Sites. This represents the amount of mental and physical energy it takes to explore a perilous, high-gravity environment. Resting progresses the Time Track by 1 (+1🕓). Being unable to rest triggers a roll on the Dread table.

SITE CONSTRUCTION AND EXPLORATION EXAMPLE

- Ship: KRM-03 “Triangle”, christened the “Valiant Scythe”
- Traveling to a new, unknown destination
- Crew: Derick Baker, Numa Salloum and Team Leader Aysu Kekilli

After saying their good-byes and gathering their supplies, the crew sets off. Each crew member immediately gains 5 Stress, as described on the Stress rules.

- As per the Voyage Time rules, there’s a 20% chance of an issue appearing during the first week and a 40% chance the crew arrives at their destination. The crew rolls a 34 for issues, which means all is quiet, but a 62 for travel, which means they're trapped for at least another week inside the Valiant Scythe. The crew removes 1xOxygen and 1xSupply from their ship supplies.

- During the second week, the chances are 40% for an event and 50% for arrival. First, the crew rolls a 17, which means something happens! They roll a 1 on the Random Travel Event Type table, which indicates a social event. The crew rolls 5 on the Social Travel Event table, which means two random characters (Numa and Derick) start having a conversation. They each roll an attitude—Numa's is “Confused” while Derick's is “Excited.” They talk about their hopes, which explains Numa's confusion since Derick really believes they'll find some sort of paradise to claim for their own, according to some visions he's had. The conversation quickly dies off, but Derick’s positive attitude during the conversation lowered Numa’s Stress by 1.

- Next they check if they arrived (50% chance), and roll a 23 which means that after only two weeks, they've made it. They remove 1xOxygen and 1xSupply from their supplies and start figuring out where they are.

- Some rolls on the Arrival tables reveal they have arrived at the newly-designated Site Plomoi 882245, a space station orbiting a planet. Preliminary analysis suggests this place was a religious site and, although the crew doesn't know this, the place fell due to being overrun by creatures.

- Rolling on the Overall Descriptor tables reveals the Site has no gravity—they'll manage with the magnetic boots they purchased, so long as they don't have to run or jump—and the atmosphere is non-toxic yet non-breathable (standard for Àrsaidh sites). They all decide to leave their vacc suits behind.

- Next they roll to figure out how active the Site is and get a 4. The place is "active," which is not great for the crew.

- Next, the GM rolls the Site's Dominant Hazard: "Lockdown." Makes sense, if the place was overrun by creatures the security measures probably tried to stop them from spreading too far into the facility.

- With the Site's basic features in mind, the GM rolls its size. It turns out this is a Huge Site with a maximum of 55 potential Resources and 57 Xenoarchaeological discoveries, according to the Site's Expedition Report. This is a big place—the crew won’t be able to explore it all at once, but they're eager to start.

- After clearing the entry hatch, the crew enters the first Area of interest: time to roll on the Site Exploration Table. The GM’s roll reveals a Fixed Event takes place: “Two random crew members (Aysu and Derick) get the strong impression they are being followed.” Since they've basically just entered, the players interpret this as feeling watched instead of followed. Aysu immediately calls for a stop. Using the Prediction Subroutine (page 228), the GM determines that no, nothing is observing them, but the crew doesn't know that. They allow the Time Track to advance by 1 while they check for threats or clues, and decide this unnerving experience grants each character 1 Stress.

- There’s nothing else in this Area, so the GM rolls on the Area Connector table, getting a simple hallway with a 20% chance of an ambush. A roll of 56 on a D100 decides the crew is safe, for now—the only thing between them and the next Area is a locked access point (the Lockdown locked every access point). A roll on the Door Type table says this is a “Secure Door,” meaning they'll have bigger problems going through it. But after fiddling a bit with her LKPK device (and passing a Technology check), Numa manages to open it and the crew moves on.

- As usual, the GM rolls on the Site Exploration table for this Area: a “Random Occurrence.” of the type “Discovery.” Flipping to the Discovery table, they roll “Signs of a fight.” Needing more details, the GM decides to get a verb and a noun from the Situations tables: “Disperse cult.” It sounds like the fight was not recent, but one from thousands of years ago while the Site was still a religious site? A quick check with the Augur confirms this. It sounds like a sinister end: an attacking force (maybe from within) aiming to destroy the facility’s cult? Taking a closer look, the crew finds charred bullet holes and even claw marks which damaged the otherwise pristine metal walls and floors as if they were made of wood. Let's hope that whatever did this died a long time ago.

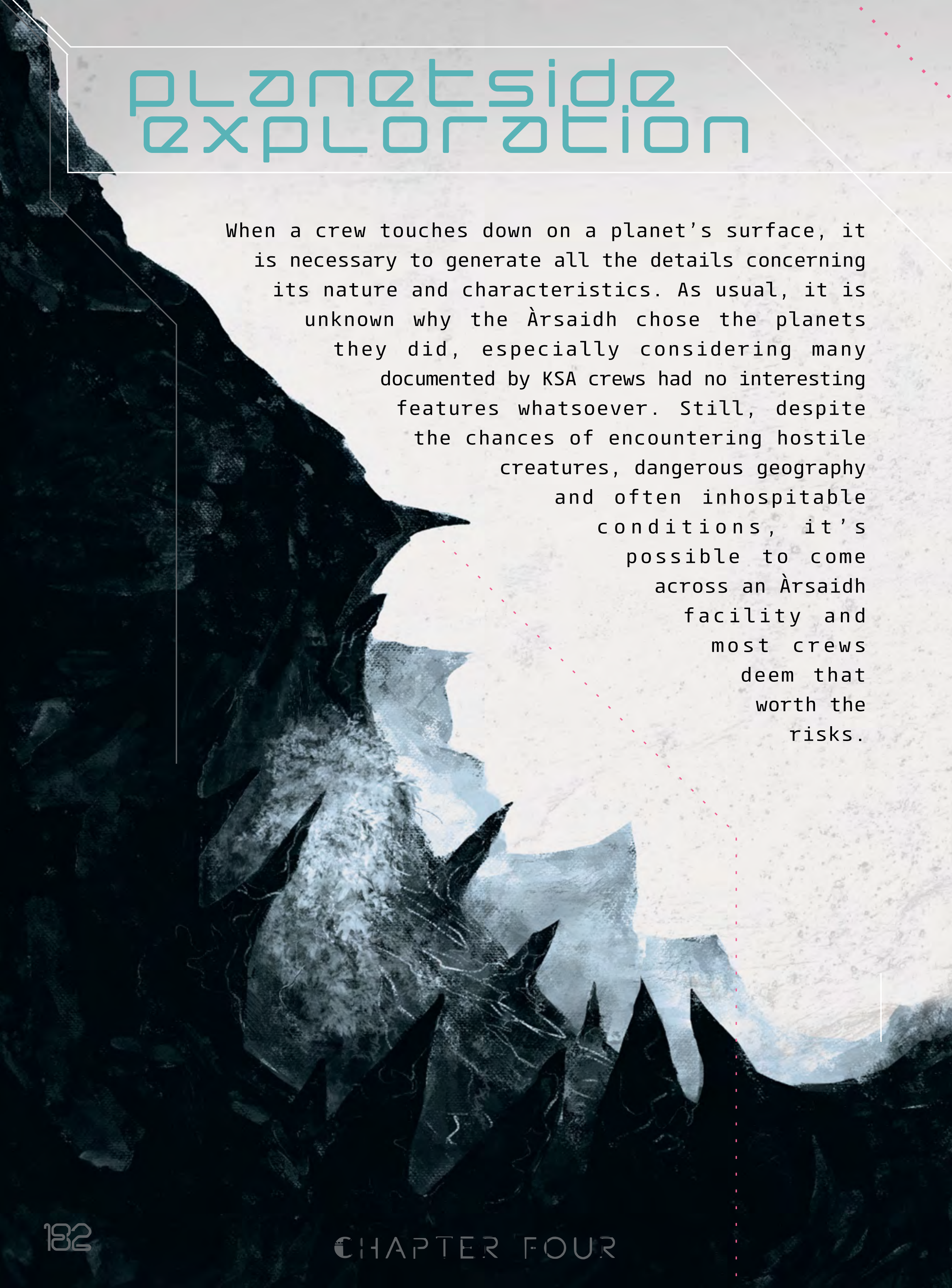
- Happy to leave this Area behind, the crew moves on. Having explored their 2nd Area, the Time Track up by 1 (putting it at 2/6, still plenty of time left until it resets). The crew passes a few empty rooms and finds some stairs heading down to the next significant Area. As usual, this one's also locked, but it’s a “Heart Door,” so not bad! They unlock it and move forward, feeling a bit better about their situation.

- The crew rolls again on the Site Exploration table for this Area, obtaining a 2: an Encounter. Using the tables from chapter 6, they determine it's an Elite encounter—what a way to start! Since this is the crew's first combat encounter, they use the rules in chapter 6 to learn what they're facing.

- After dealing with the combat encounter and its consequences, the crew will continue its exploration of Plomoi 882245.

planetside exploration

When a crew touches down on a planet's surface, it is necessary to generate all the details concerning its nature and characteristics. As usual, it is unknown why the Àrsaidh chose the planets they did, especially considering many documented by KSA crews had no interesting features whatsoever. Still, despite the chances of encountering hostile creatures, dangerous geography and often inhospitable conditions, it's possible to come across an Àrsaidh facility and most crews deem that worth the risks.



PLANETARY DETAILS

Use the following tables to determine a planet's atmosphere type, amount of water and other things. Regardless of atmosphere, the KSA has not yet discovered a planet with the right mix of gasses for humans to breathe freely without a mask (not to mention the potential for biohazards and xenoviruses). As described in the Average Planetary Climate table, Àrsaidh also gave preference to planets that, while often uncomfortable for humans, are not as extreme as most in the galaxy—a rare blessing for a team of Deep Divers.

Planet Designation (3D20)

D20	Letter	Noun	Number
1	AB	Cornix	2002
2	RT	Ionia	3918
3	TO	Tereus	5560
4	YU	Maera	7192
5	HK	Menoetes	0159
6	VN	Mysia	7342
7	GK	Thoon	3421
8	CX	Nomios	4300
9	ZS	Panes	2948
10	FW	Kobaloi	3859
11	NP	Aello	3950
12	IO	Allecto	5978
13	AQ	Thaumas	6688
14	JS	Cerastes	4811
15	TB	Asbolus	3990
16	LE	Dictys	8237
17	HB	Kobaloi	4162
18	SD	Nomios	5693
19	PL	Mormo	4472
20	WJ	Aella	3457

EXAMPLE: 6,4,12 = VN-Maera-5978

Planetary Diameter (D10)

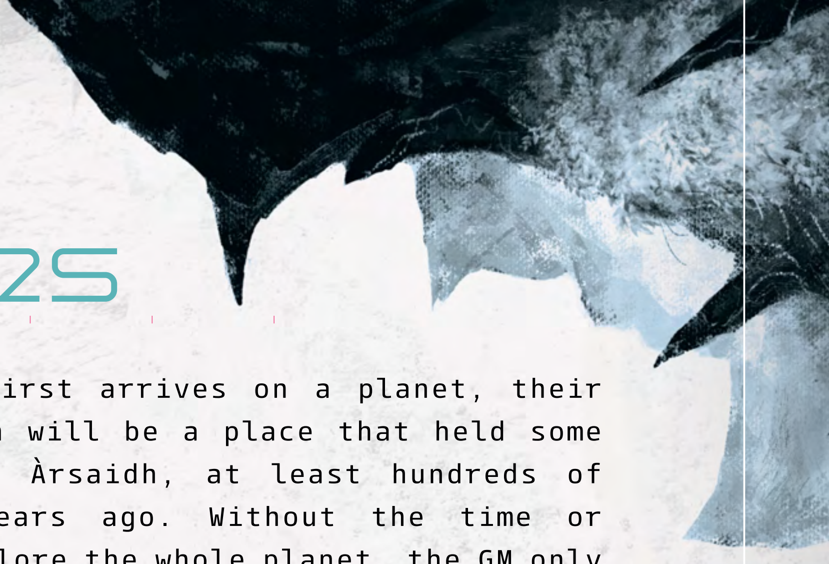
1) 1,000 miles
2) 2,000 miles
3) 3,000 miles
4) 4,000 miles
5) 5,000 miles
6) 6,000 miles
7) 7,000 miles
8) 8,000 miles
9) 9,000 miles
10) 10,000 miles

Atmospheric Density (D10)

1-2	**VERY THIN.** Comparable to Earth's atmosphere at an altitude of 5 miles.
3-4	**THIN.** Comparable to Earth's atmosphere at an altitude of 2-3 miles.
5-6	**OPTIMUM.** The atmosphere's density is perfectly optimal for humans.
7-8	**DENSE.** These heavy atmospheres would be difficult to breathe in, provided they had the right balance of gasses for a human being.
9-10	**THICK.** The constant pressure of these dense atmospheres is almost comparable to being underwater.

Average Planetary Climate (D10)

1-2	Extremely Hot (160 °F)
3-4	Hot (140 °F)
5-6	Temperate (85 °F)
7-8	Cold (40 °F)
9-10	Extremely Cold (10 °F)



biomes

When the crew first arrives on a planet, their landing location will be a place that held some interest to the Àrsaidh, at least hundreds of thousands of years ago. Without the time or resources to explore the whole planet, the GM only needs to generate that area's specific biome. This doesn't mean the whole planet is dominated by a single biome type, but it's possible.

Is This a Single Biome Planet (D10)

Roll	Result
1-8	No
9-10	Yes

When the crew first lands, roll a D10 on the Biome Type table to determine which Biome it is. Every other time, such as when the crew reaches a Biome's border, roll a D12 to determine the adjacent Biome (unless it's a single-biome planet).

Biome Type (D12)

Roll	Biome
1)	Barren
2)	Exotic
3)	Frozen
4)	Irradiated
5)	Lush
6)	Scorched
7)	Toxic
8)	Urban Ruins
9)	Volcanic
10)	Water
11-12)	Same as current biome

1) **BARREN: These places are devoid of life.** Their dusty and rocky surfaces have no water present, similar to the surface of Earth's moon.

2) **EXOTIC: Populated by uniquely uncommon features such as rivers of molten metal, strange rock formations and any combination of flora, fauna and weather conditions.** Light is generally refracted by the planet's atmosphere in a single, unusual color that can go from bright red to dark purple or strong green.

3) **FROZEN: This biome is completely covered in ice, making movement slow and difficult.**
   - Characters without a Thermic Layer suffer -3 to all actions.
   - Traveling from one Hex to another causes +2🕓, instead of +1.

4) **IRRADIATED: Irradiated biomes are generally created by an artificial cataclysmic event like an ancient military conflict or ancient powersource collapse.** Occasionally though, the radiation comes from natural vents steaming radioactive gasses from the planet's depths.
   - Characters without a Radiation Reflector Layer or Level A Hazmat suit receive 20 rads/hex.

5) **LUSH: The most inviting biome, at least by its looks.** Vibrant flora and fauna of all types abound. This is still an alien planet though, so abundance of life rarely means anything good.

6) **SCORCHED: These hard, rocky biomes are characterized by extremely high temperatures and the lack of any type of flora.** They also feature the occasional lake or river of molten metal.
   - Characters without a Coolant Layer suffer -3 to all actions and spend (2x)Oxygen Pellets each hex instead of one.

7) **TOXIC: A high concentration of biochemicals covers every surface with a bright film, or endlessly falls from the sky.** Despite it all, an unwelcoming kind of life usually manages to thrive in these environments.

› Characters without a Toxin Suppressor Layer or a Level A or B Hazmat suit suffer the effects of Poison III each time they enter a new Hex.

8) **URBAN RUINS: The remnants of a civilization long gone, a once sprawling city reduced to little more than rubble.** Still, many opportunities lie here for those with the patience to scavenge for what is left.

› Traveling from one Hex to another causes +2🕓, instead of +1.

9) **VOLCANIC: Similar in many ways to a Scorched biome, a Volcanic biome takes the danger one step further.** Active volcanoes and flowing lava lakes and rivers cover most of the visible area, making travel a serious endeavor.

› Characters without a Coolant Layer suffer -3 to all actions and spend (2x)Oxygen Pellets instead of one each hex.

› Traveling from one Hex to another causes +2🕓, instead of +1.

10) **WATER: Whether a large lake or ocean, this biome is almost exclusively a large body of water with no shore in sight.** Ships landing on Water biomes usually do not stop at surface level—they go deep underwater, all the way to the bottom. Anything's possible down there, but one thing's for sure: deep below the sea on an alien planet, there's little difference between it and the open space.

› Traveling from one Hex to another causes +2🕓, instead of +1.

What's in the Sky? (D20)

1) An ominous black hole looms over the planet, not a star in sight.
2) Three moons orbit the planet, of different sizes and at different speeds.
3) Ancient battle debris litters the sky and occasionally falls to the planet. Most of them burn during re-entry.
4) An artificial ring surrounds the planet across its equator.
5) Thick yellow clouds cover the sky completely.
6) Enormous creatures float high above, their bloated bodies too delicate to ever touch the surface.
7) Clouds of artificial satellites orbit the planet.
8) A thick column of black smoke, its place of origin past the horizon.
9) A large meteor on a collision course with the planet. You probably have a few weeks, though.
10) An asteroid belt.
11) The fragments of what must have been a very large moon.
12) Ominous lightning can be seen in the distance.
13) Flocks of bat-like creatures fill the skies by the thousands, their shrieks sending a chill down your spine.
14) Rock formations, some as large as mountains, defy gravity by floating in the air.
15) A strange, cobweb-like substance falls from the sky, slowly but surely covering the surrounding landscape.
16) An inconceivably large spaceship floats in low orbit, getting dangerously close to the planet.
17) Colored air currents criss-cross the sky, creating a layered, painting-like spectacle.
18) The planet's magnetic field creates an effect very similar to Earth's Aurora Borealis, visible even during daytime.
19) During daytime, a bright red sun shines high above, bathing the planet with its red light.
20) Strange floating sheets of vegetation, impossibly large, carried high by atmospheric currents.

How Many Hours of Daylight/Nighttime Does the Planet Have? (D20)

1)	10 hours	6)	35 hours	11)	200 hours	16)	-00 hours
2)	15 hours	7)	40 hours	12)	300 hours	17)	700 hours
3)	20 hours	8)	45 hours	13)	400 hours	18)	800 hours
4)	25 hours	9)	50 hours	14)	500 hours	19)	900 hours
5)	30 hours	10)	100 hours	15)	600 hours	20)	1000 hours

biome activity

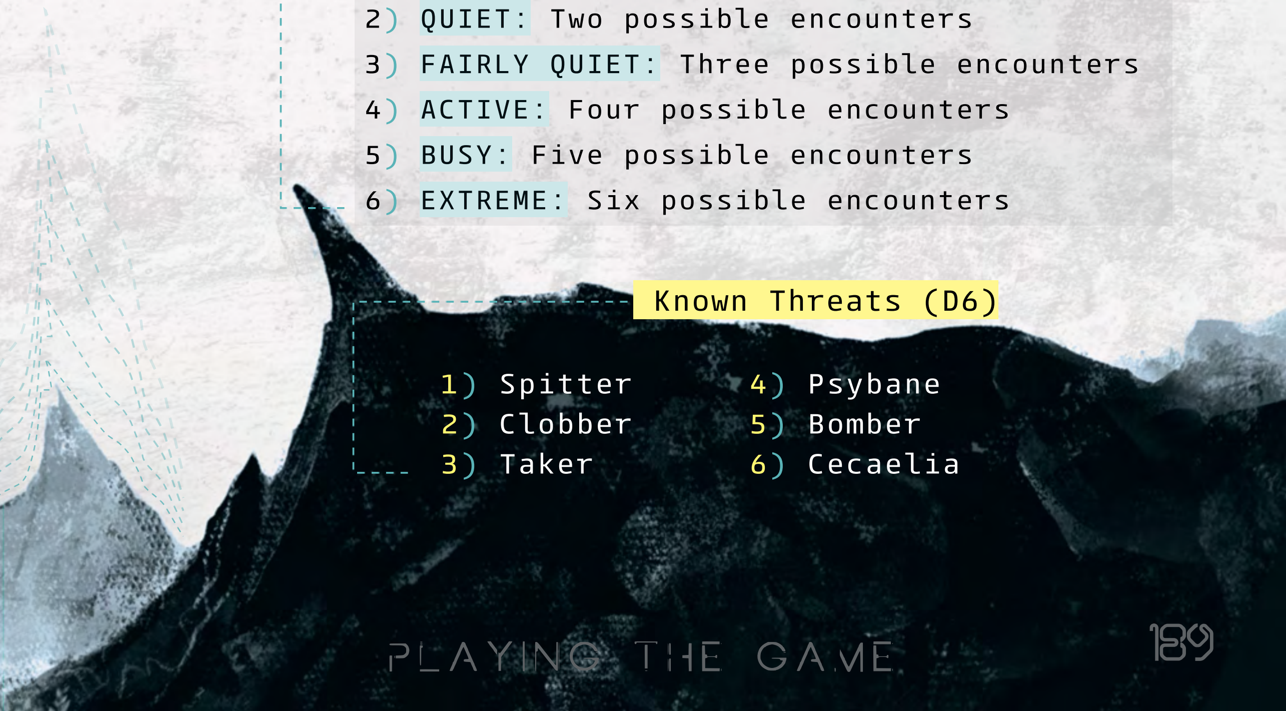
Similar to exploring a site, before the crew begins exploring a Biome you must roll a D6 to determine how many Known Threat ambushes await them. Remember, these are independent from the standard encounters the crew will face within the Biome. Each time the party enters a new hex, roll D10: a result of 1-2 means they encounter a Known Threat. These are always ambush attacks, so the enemies receive +2 to their Initiative roll.

Biome Activity (D6)

1) **DEATHLY QUIET:** One possible encounter
2) **QUIET:** Two possible encounters
3) **FAIRLY QUIET:** Three possible encounters
4) **ACTIVE:** Four possible encounters
5) **BUSY:** Five possible encounters
6) **EXTREME:** Six possible encounters

Known Threats (D6)

1) Spitter
2) Clobber
3) Taker
4) Psybane
5) Bomber
6) Cecaelia



exploring the planet

Once they have learned the planet's general details, the crew is ready to explore the planet using the Biome Exploration hex grid. Deep Diver crews travel from hex to hex, slowly uncovering anything that might be of interest to them.

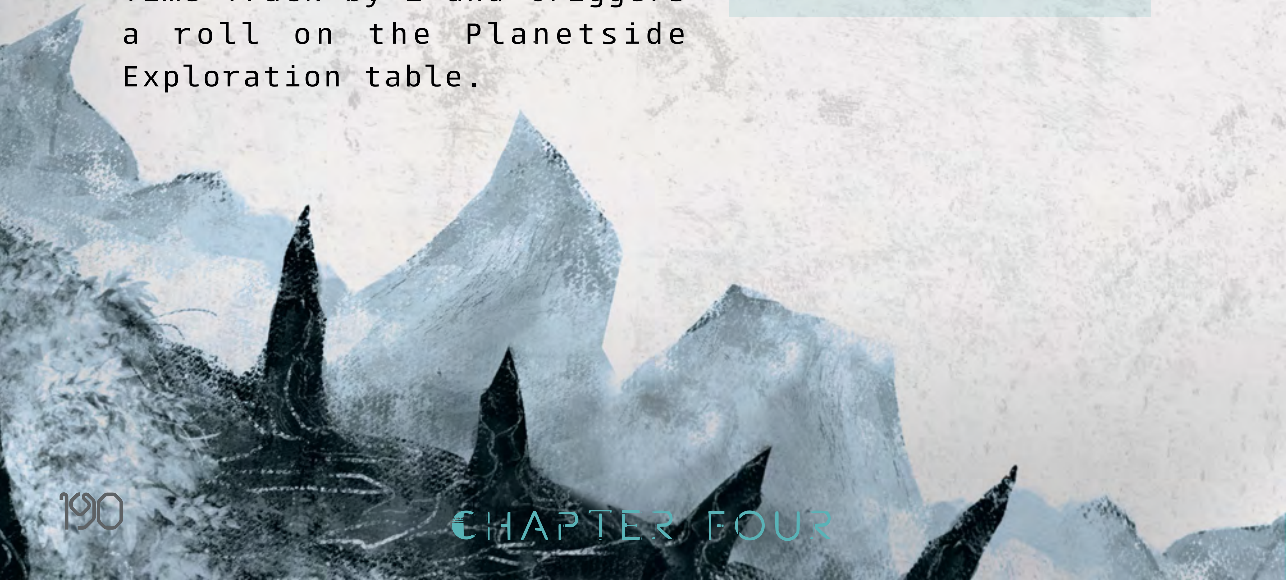
Each Biome is composed of 100 different hexes. To determine the landing spot, roll a D100. Each hex is 3 miles in length, so under normal circumstances moving from one hex to a different one advances the Time Track by 1 and triggers a roll on the Planetside Exploration table.

*

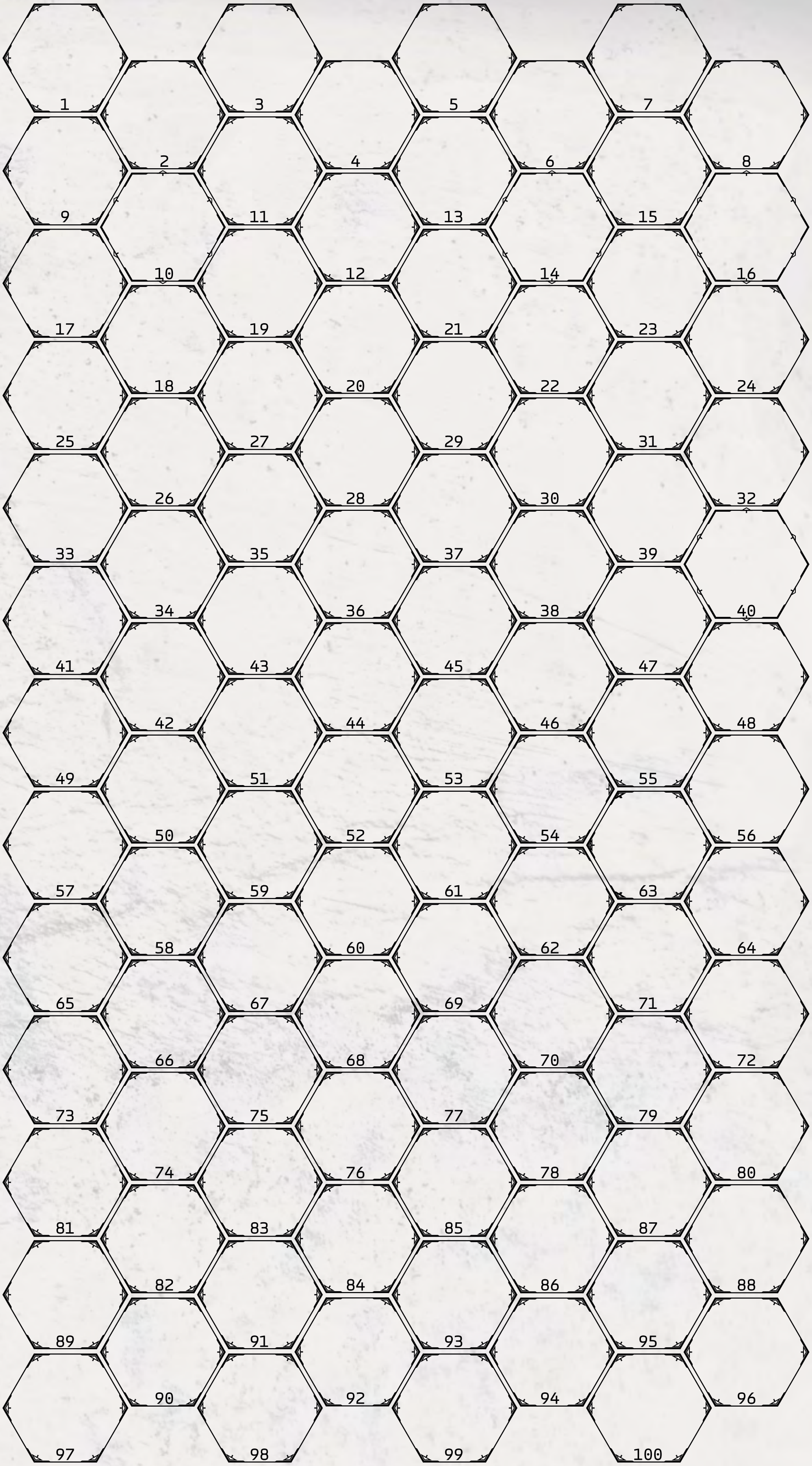
KSA 810M3

PLANETSIDE REPORT ▼

Just like with Sites, Biomes have a dedicated info sheet for tracking the different details and a table to fill with the encounters the crew comes across during their exploration. Make sure you update it when necessary!



HEX DETAILS ▼



terrain difficulty

Each time you enter a new hex, roll on the Terrain Difficulty table to learn more about its terrain. This doesn't precisely describe the terrain, just how difficult it is to traverse. This step is ignored if the party is traveling through a Water Biome.

	Previous Hex				
D20	**Hazardous**	**Convoluted**	**Inhabited**	**Biome-Dependant**	**Easy Going**
1-10	Hazardous	Convoluted	Inhabited	Biome-Dependant	Easy Going
11-16	Convoluted	Hazardous	Easy Going	Convoluted	Inhabited
17-18	Biome-Dependant	Biome-Dependant	Biome-Dependant	Hazardous	Biome-Dependant
19	Inhabited	Inhabited	Hazardous	Inhabited	Convoluted
20	Easy Going	Easy Going	Convoluted	Easy Going	Hazardous

HAZARDOUS: This hex's terrain is not easy to deal with. Whether it's steep cliffs, bubbling lava lakes or swift rivers, the crew takes +1🕐 to move across it, and all characters must pass a DEX check or suffer D20 damage.

CONVOLUTED: Unclear pathways go through jungle, dunes or other tricky terrain. Crossing this type of terrain takes +1🕐.

BIOME-DEPENDANT:

- **BARREN:** Impact-craters cover this whole hex, making it difficult to navigate (+1🕐).

- **EXOTIC: A river of molten metal, liquid methane or similar hazard blocks the way.** The crew has to either figure a way across or go around it, causing +3🕓.
- **FROZEN: A dangerous glacier, full of crevasses and sleek blocks of ice, slows down the crew.** There's a 1 in 10 chance that a random character falls down a crevasse, suffering 1 wound and losing 1 piece of gear (+1🕓).
- **IRRADIATED: A radiation storm takes the crew by surprise.** All characters suffer 200 rad unless shelter is found.
- **LUSH: Thick overgrowth makes progress slow and tiresome.** Each character spends 1 extra Oxygen Pellet and the Time Track advances by +1🕓.
- **SCORCHED: A very active volcano blocks the way.** The only solution is to go around it (+3🕓).
- **TOXIC: Staying still in this hex causes gear to start malfunctioning due to the corrosive nature of the air.** The crew is forced to run across this hex, spending 1 extra Oxygen Pellet each.
- **URBAN RUINS: Although the terrain is uneven and somewhat treacherous, the party can make good time crossing it.** No effect.
- **VOLCANIC: This whole hex is a lava lake.** The crew is forced to go around it (+3🕓).

INHABITED: This hex is actively populated by some form of animal life, either as a hunting ground, nest or gathering spot. An encounter with Local Fauna is triggered automatically.

EASY GOING: This hex offers no obstacles whatsoever—perhaps it is a hidden or secluded area, protected from the dangers that lurk outside. No combat encounters can take place here.

the exploration tables

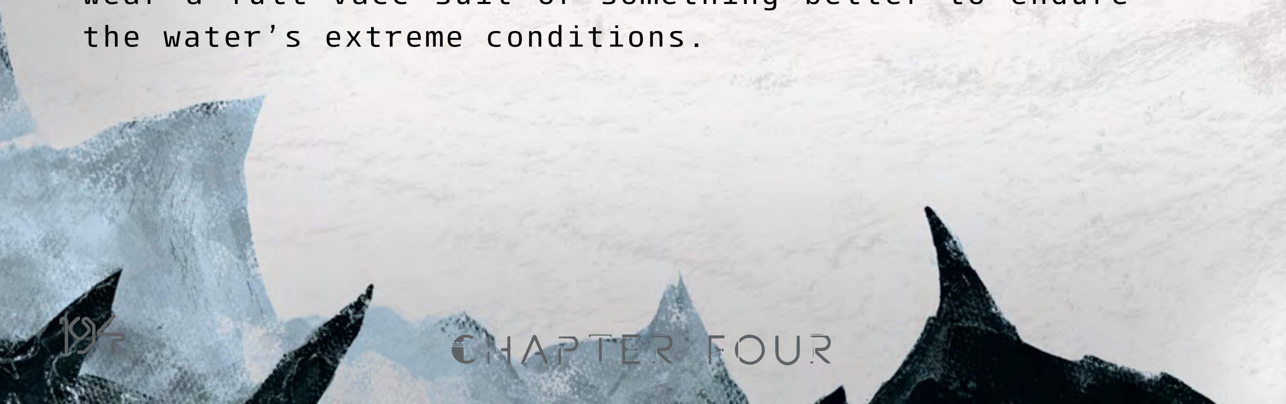
Finally, during planetary exploration you should roll on the current biome's Planetside Exploration tables to determine what else they encounter. Many results are similar, but the current Biome might play a role, so be sure to use the correct Biome tables when exploring a planet's surface.

biome sights

For more flavorful expeditions, roll on the appropriate Sights table every 5 hexes.

water biomes

When in a Water Biome, there is no need to roll for terrain, because the ship will land at the bottom of the body of water. This means that crew members must wear a full vacc suit or something better to endure the water's extreme conditions.



Planetside Exploration (D10)

1-2	You find something that might be of interest to the KSA. Roll on the Findings table.
3-5	You find nothing of interest.
6-9	You encounter a hazard. Roll on the appropriate Biome's Hazards & Obstacles table.
10	You encounter an Àrsaidh Site. Follow the standard Site creation procedure to explore it.

Findings (D10)

1-4	A particularly interesting geological formation. Procedure dictates you must spend a whole Time Track documenting your findings, but you will be compensated with 25 DC once you return.
5-7	A fascinating mineral growth. Taking the appropriate samples and videos takes +1 🕓 and is worth 20 DC.
8-9	An Àrsaidh monument. There are no clues as to its meaning, if it ever meant anything to begin with. Careful documentation takes +3🕓 and is worth a bonus of 25 DC.
10	A Xenoanthropological artifact. Roll on page 150 to determine what it is.

Planetside Encounters (D10)

1-6	**COMBAT ENCOUNTER:** Follow the steps described on page 146.
7-10	**CLOSE ENCOUNTER:** Roll on the Close Encounters table.

Close Encounters (D20)

1) Strange, four-winged creatures circle high above.

2) A pack of lupine creatures follow the crew for a while, before losing interest.

3) Two very large creatures battling up in the sky.

4) Snarls and growls can be heard around the crew, before dying off.

5) A herd of very large creatures, seemingly heading your way, which turn away at the last moment.

6) Bones litter the area, most of them ancient but some more than a few days old.

7) A large standing stone covered with deep claw marks.

8) A haunting, ululating howl can be heard not too far away.

9) An enormous creature, dozens of feet tall, wanders near the crew and either ignores them or simply doesn't notice them.

10) Thousands of small creatures burrow out from the ground, surrounding the crew before simply moving away from the area as fast as they can.

11) The remains of a large creature, partially devoured, block the path forward. It’s a fresh kill—whatever took this thing down is likely nearby.

12) Fresh tracks, like those of a large snake, crisscross ahead.

13) Tentacle-like appendages burst up around the crew, missing them by mere inches.

14) A wailing creature with dozens of small, extremely long legs runs ahead of the crew, chased by a lizard-looking beast.

15) A crew member unknowingly steps on some sort of fungal growth. Seconds after the crew moves ahead, a cloud of spores explodes behind them with a violent burst.

16) A swarm of extremely delicate creatures suddenly surrounds the crew, momentarily blinding them. As they collide with the crew, they burst and dye all their gear and suits a bright pink.

17) Whisper-like sounds surround the crew, their source impossible to pinpoint.

18) A few feet ahead of the crew’s current path, a single burst of laser fire leaves a scorched mark on the soil.

19) A blood-chilling roar freezes the crew in place, lasting several seconds and echoing across the landscape.

20) A large creature, 10’ long and with a menacing horned head, lies dead ahead. Upon close inspection, the cause of death is, without a doubt, firearm wounds. It seems recent.

barren

Barren Sights (D10)

1-5)	Nothing but gray rocks and dust
6)	A large meteorite crater
7)	Large rock formations
8)	A steep valley, dead and silent
9)	A group of metal monoliths, arranged in rows
10)	A large plain, covered in thousands of small impact craters

Barren Hazards & Obstacles (D10)

1-2) Encounter. Only Guardians may be encountered here.

3) A steep cliff forces the crew to go around this hex.

4) An electro-magnetic disturbance fries your GPS—you've lost track of where the ship landed. Each time you enter a Hex (explored or not), there's a cumulative 10% chance that the ship is there.

5) A storm of micro-meteorites slams all around you, forcing you to spend +D4🕒 taking cover.

6) A thin, bridge-like stone structure seemed the only way to cross a dangerous spot. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up the 20' fall.

7) A random character steps into some sort of quicksand and must pass a Normal difficulty DEX check or slowly sink. With each failed check, the difficulty increases by one step (from Normal to Almost Impossible). Failing the last check means they're gone for good. Other characters may assist with ropes or any other available gear.

8) The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9) A dust storm impedes visibility, forcing the crew to wait in place for +D4🕒.

10) The earth starts to shake violently as large cracks open all around the crew. All characters must spend 1 Luck or fall inside, never to be seen again.

exotic

Exotic Sights (D10)

1) A quiet plane, bathed in the pale purple light that filters through the atmosphere.

2) A mercury lake, its still surface as reflective as a mirror.

3) A field of strange flower-like ice formations.

4) A stunning multi-colored arch, clearly the result of erosion but nonetheless breathtaking for its otherworldly beauty.

5) Large tentacle-like biological structures rising several dozen feet from the ground, swaying in the wind.

6) A waterfall, hundreds of feet tall, more likely liquid hydrogen or methane than water.

7) Bulbous egg-like formations grow out from the side of a cliff. It's unclear if they're organic or a product of the planet's chemistry.

8) Sharp, dagger-like rock formations rise from the soil, hundreds of feet tall and wide.

9) An enormous cave, its ceiling far above and at least a mile wide.

10) An enormous metal spire, clearly artificial, erected atop a hill that appears to be a giant diamond.

Exotic Hazards & Obstacles (D10)

1-2) Encounter. Roll a Planetside Encounter.

3) A steep cliff forces the crew to go around this hex.

4) A field of loose gravel makes crossing this hex a difficult task (+1🕓).

5) Small frozen balls of an unidentified substance cover the next several miles, making progress difficult and treacherous. Characters must pass a DEX check or fall and twist their leg (-2 DEX until they can rest properly).

6) A thin, bridge-like stone structure seemed the only way to cross a dangerous spot. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.

7) Acid rain begins to pour relentlessly, forcing the crew to find cover fast or suffer real damage. Each crew member can attempt one Survival check to find the crew proper cover. Each failure causes 2D20 damage.

8) The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9) A hailstorm impedes visibility, forcing the crew to wait in place for +D4🕓.

10) If every character fails a Perception check, they fail to realize they're walking on thin ice. With a loud crack, a random character falls into the icy cold water—they must pass a CON check (unless they're wearing a thermal layer) or pass out and sink to their death, unless somehow rescued by another character.

FROZEN

Frozen Sights (D10)

1) A large, furry creature, scurrying away.

2) A huge, violent snowstorm, fortunately very far from your position.

3) Incredible ice pillars, eroded by centuries of wind.

4) A frozen waterfall, hundreds of feet wide.

5) A strange, perfectly circular hole, approximately 50’ in diameter.

6) Enormous blocks of ice, 300’ on each side, spread across a wide plain.

7) A desolate plain crisscrossed by large crevasses.

8) Strange tree-like formations made entirely of ice.

9) An enormous ice cave, its stalactites the size of buildings.

10) A column of fire, belched from the depths of an ice crevasse. Reddish snow covers its perimeter. A Science roll reveals the red snow is most likely methane snow, contaminated by traces of hydrocarbons.

Frozen Hazards & Obstacles (D10)

1-2) Encounter. Roll a Planetside Encounter.

3) A steep cliff forces the crew to go around this hex.

4) A huge frozen lake, sleek and mirror-like, makes crossing this hex a difficult task (+1🕓).

5) Razor-like shards of ice cover this area, making progress difficult and dangerous. There's a 1 in 6 chance a random character slashes their vacc or hazard suit (unless it's armored).

6) A thin, bridge-like stone structure seemed the only way to cross a dangerous spot. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.

7) Large sharp ice shards fall from above in a violent hail. Unless a crew member passes a Survival check, every crew member takes 3D10 damage.

8) The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9) A thick, smoke-like fog impedes visibility, forcing the crew to wait in place for +D4🕓.

10) If every character fails a Perception check, they fail to realize they're walking on thin ice. With a loud crack, a random character falls into the icy cold water—they must pass a CON check (unless they're wearing a thermal layer) or pass out and sink to their death, unless somehow rescued by another character.

irradiated

Irradiated Sights (D10)

1) Large cracked towers, visually similar to hyperboloid cooling towers.
2) A large field littered with pieces of twisted, broken metal, clearly manufactured.
3) A plain covered with the bleached bones of large creatures, probably hundreds of years old.
4) A lush, vibrantly red forest.
5) Some sort of urban ruins.
6) Small, almost bucolic rolling hills, as far as the eye can see.
7) A deep canyon. The rushing wind flows through it, producing a disquieting whistling.
8) A broken mountain, its peak covered in the impact craters visible from miles away.
9) A crater-filled plain, each hole filled with water.
10) Deep fuming cracks in the earth.

Irradiated Hazards & Obstacles (D10)

1-2)	Encounter. Roll a Planetside Encounter.
3)	A deep lake of highly radioactive water, which forces the crew to go around this hex.
4)	A sludge-covered plain, difficult to traverse (+1🕓).
5)	A thick cloud of radioactive gas floats over this hex. Entering it inflicts 50 rads.
6)	A thin, bridge-like stone structure seemed the only way to cross a dangerous spot. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20’ fall.
7)	A sudden flash flood of toxic water emerges from behind the crew. Unless one character passes a Perception check, all characters must pass a DEX check to jump to safety in time or else take D100 rads and be dragged D6 miles away.
8)	The ground falls out from under the characters’ feet. Every character takes D20 damage and they must find a way back up the 20+D20’ fall.
9)	A thick, smoke-like fog impedes visibility, forcing the crew to wait in place for +D4🕓.
10)	Strange, mushroom-like lifeforms, like 7’ tall white, sticky balloons, extend for miles around the crew. They are very sensitive to noise—all characters must pass a Stealth check to avoid disturbing them. On failure, the lifeforms shrivel and die, but not before shooting an extremely acidic substance in a 5’ radius. Adjacent characters suffer 3D10 damage (unless they are wearing DrakeSkin with an Armor Module Class C).

Lush

Lush Sights (D10)

1) A spectacular field blooming with plant life.

2) A flock of larged winged creatures, several miles above.

3) Dark blue plant-like lifeforms, covering a nearby hill.

4) A drove of hooved creatures running at incredible speed across a field.

5) A lake covered in floating, ambulating lifeforms.

6) Large tree-like lifeforms forming a field, many miles wide, each one separated from each other by exactly 346 feet.

7) An inconceivably large creature, slowly making its way across a valley.

8) A strange gaseous iridescence, a few miles away.

9) A series of stone arches covered with hanging vine-like lifeforms.

10) A wet swamp-like area, its strange sounds and sights almost overwhelming.

Lush Hazards & Obstacles (D10)

1-4) Encounter. Roll a Planetside Encounter.

5) If every character fails a Perception check, they fail to realize they're about to step onto a thin membrane. With a violent contraction, a random character is slowly but surely enveloped—they suffer D10 damage every round until freed, whether by another character or with their own tools and quick thinking.

6) A shrieking, flying creature suddenly appears and attempts to grab a random character. They must pass a DEX check or be taken away to the creature's nest on a high mountain peak D20 miles away.

7) A blood-curdling howl freezes the whole crew in place. All characters must pass a Resolve check or gain 10 Stress.

8) The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9) A thick, heavy fog impedes visibility, forcing the crew to wait in place for +D4🕓.

10) A random character must pass a Perception check or step on a strange translucid sack. If they fail, it explodes and releases a spider-like creature which immediately attempts to bite them. Only a DrakeSkin with an Armor Module Class A or higher can resist the attack. If bitten, the character must pass a CON check or become infected (see page 85).

scorched

Scorched Sights (D10)

1) A river of molten metal, slowly oozing downhill.

2) An everburning pillar of fire, a dozen feet tall.

3) A lake of boiling water.

4) A large plain covered in a knee-deep layer of ash.

5) A volcanic eruption, far in the distance but still dramatic and awe-inspiring.

6) A steaming rock surface, its surface recently congealed into strange, smooth shapes.

7) A deep chasm, the glow of molten lava far below.

8) An artificial structure resembling a chimney. Black smoke emerges from the top.

9) A valley carved by the passage of molten lava, which left behind gigantic diamond-like pillars.

10) A clearly artificial channel dug in the hard stone surface, somehow still flowing with cold running water, which quickly plunges off a mountainside.

Scorched Hazards & Obstacles (D10)

1-2) Encounter. Roll a Planetside Encounter.

3) A treacherous geyser field. While crossing, steaming water unexpectedly bursts from the ground—characters must pass a DEX check or suffer D20 damage from the boiling water.

4) A sludge-covered plain, difficult to traverse (+1🕓).

5) The ground shakes violently, throwing all crew members to their knees. There's a 1 in 6 chance boulders fall from a nearby mountain—each crew member must pass a DEX check or suffer D4 wounds.

6) A winged horror the size of a horse suddenly appears, diving toward a random character—they must pass a DEX check or be snatched away by the creature, who drops them from a height of 2D20 feet.

7) A stone structure, clearly artificial, stands amid a lake of lava. When approached it begins to vibrate, causing a deep bone-shattering sound. All characters must pass a CON check or simultaneously vomit and relieve themselves inside their suits (-2 to all actions until they can clean themselves).

8) The ground collapses out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9) A thick cloud of dense smoke impedes visibility, forcing the crew to wait in place for +D4🕓.

10) A strong wind which quickly turns into a violent hurricane of ash and dust. The crew must find shelter and remain there for D10 Time Tracks.

toxic

Toxic Sights (D10)

1) Yellow fumes emerging from the earth's depths.

2) A field of eerie phosphorescent plant-like lifeforms.

3) A narrow valley carpeted with thorny vines.

4) A waterfall, thick and slimy and green with algae.

5) Yellow sulphuric clouds, forming strange patterns.

6) A soft, almost ash-like substance floating on the wind, sticking to all surfaces and dyeing them red.

7) Dozens of small creatures feeding off a large, days-old carcass.

8) Rock formations, corroded by the toxic elements, left with serrated edges and bone-like patterns.

9) The bleached bones of dozens of large creatures, somehow impervious to the elements.

10) Large clouds of insect-like creatures, far away but still clearly visible due to their number.

Toxic Hazards & Obstacles (D10)

1-2) Encounter. Roll a Planetside Encounter.

3) A poisonous marsh, its toxic fumes hell on any suit's air filters. If crossed, there's a 1 in 6 chance the air filtration system in a suit fails, requiring a successful Technology check to be repaired.

4) A sludge-covered plain, difficult to traverse (+1🕓).

5) A jungle-like area full of prehensile vines which attempt to grab the crew members. All characters must pass a DEX check to avoid being entangled (STR check to escape). Each failed attempt causes +1🕓.

6) A random character suddenly realizes they have been poisoned somehow (random severity).

7) A perfectly spherical metal globe, the size of a small house, sits in the middle of an empty field. If approached, roll a D20: 1-10) its surface is textured to reveal the contents of all adjacent hexes; 11-19) a blast of energy shocks a random character, dealing 2D20 damage; 20) an orifice opens in its side, revealing a strange metal gauntlet that immediately adjusts itself to the wearer's anatomy. The wearer can somehow move metal objects no larger than a beach ball at a distance of 20'.

8) The ground collapses out from under the characters' feet. They fall inside a spongy but highly corrosive surface. They must climb out the 10' hole in less than 5 rounds or their boots to dissolve (followed by their feet, legs, etc.).

9) A large lake of acid occupies this area, forcing the crew to go around it +2🕓.

10) A field of fungal lifeforms—small, white and spherical—covers this whole hex. They explode in a splash of acid when touched, dealing D20 damage in a 3' radius, so all characters must pass a Stealth check to avoid disturbing the fungi.

Urban Sights (D10)

1) A colossal tower with no visible entrance or windows, topped by a minaret.

2) A steep canyon, its walls covered with hanging buildings.

3) Rubble-covered terrain, as far as the eye can see. The only remains of what once must have been a large city.

4) A large dome, covering the ruins of some sort of square.

5) A multi-leveled road system, criss-crossed a hundred different ways.

6) A series of arches rising above the rubble.

7) A pair of tall skyscrapers creating an artificial valley.

8) A wide, circular plaza, stairs spiraling downwards to a collapsed underground facility.

9) A wide avenue, surprisingly free of rubble, with low, square buildings at each side.

10) A series of pools, in neat rows of three, extending for miles into the distance.

Urban Hazards & Obstacles (D10)

1-2) Encounter. Roll a Planetside Encounter.

3) The ground shakes violently, throwing all crew members to their knees. There's a 1 in 6 chance rubble from the nearby buildings falls down on the characters—each crew member must pass a DEX check or suffer D4 wounds.

4) An impossibly high barrier blocks the crew's path, forcing them to walk around it (+1🕓).

5) A thick cloud of radioactive gas floats over this hex. Entering it inflicts 50 rads.

6) An ancient bridge made of some concrete-like material is the only way to get across a canyon. Unfortunately, it collapses under the weight of a random character, who takes D20 damage and must find a way back up from the 20' fall.

7) A swarm of small bat-like creatures emerges from a nearby building, crowding around the crew. All characters must pass a Resolve check or gain D10 Stress.

8) The ground falls out from under the characters' feet. Every character takes D20 damage and they must find a way back up the 20+D20' fall.

9) A thick, smoke-like fog impedes visibility, forcing the crew to wait in place for +D4🕓.

10) The crew inadvertently activates an automated defense system. Ancient turrets emerge from the ground and spray a quick-set foam that solidifies on contact, becoming as hard as concrete. Characters must pass a DEX test to avoid being hit, failing means they're stuck in place and must find a way of freeing themselves.

VOLCANIC

Volcanic Sights (D10)

1) An erupting volcano, far in the distance.

2) Black, menacing clouds gathering above.

3) A spectacular lightning storm, illuminating an apocalyptic landscape.

4) Two different lava flows, meeting and merging into a wide slow-flowing river of molten rock.

5) Large boulders falling from a mountain and splashing into a lake of lava.

6) A rare bout of rain, sizzling a recent lava flow, hardening it and creating huge steam clouds.

7) A large pool of bubbly molten metal.

8) Ancient metal archways, the remains of an old lava tunnel that passed through and melted an iron vein.

9) A lava “waterfall,” dripping from a mile-high volcano.

10) A field of lava geysers, each creating a column of fire dozens of feet tall.

Volcanic Hazards & Obstacles (D10)

1-2) Encounter. Roll a Planetside Encounter.

3-4) The ground shakes violently, throwing all crew members to their knees. There's a 1 in 6 chance rubble from nearby buildings falls onto the characters—each crew member must pass a DEX check or suffer D4 wounds.

5-6) An impossibly high volcano blocks the crew's path, forcing them to walk around it (+1🕓).

7-10) Lava covers this whole area, making it completely inaccessible. The crew must find a different hex to pass through.

water

Water Sights (D10)

1) A kelp forest, its long, thick vines extending towards the surface.

2) A creature so large it is difficult to comprehend, slowly swimming in the distance.

3) A field of bioluminescent life-forms that look like corn ears.

4) A dark, narrow canyon with serrated clam-like organisms attached to both sides, making it look like a gaping mouth.

5) Incredibly long fragile-looking organisms, gently floating in the current.

6) Hundreds of small organisms devouring the carcass of a larger creature.

7) Coral-like formations, spanning hundreds of feet, creating incredible spirals and other exotic shapes.

8) Large, ancient pipelines, big enough to fit a standing human.

9) The rusty remains of some sort of boat or ship.

10) Small jellyfish-like organisms float in all directions, as far as the eye can see.

Water Hazards & Obstacles (D10)

1-4) Encounter. Roll a Planetside Encounter.

5) A swarm of small snake-like creatures emerges from below, crowding around the crew. All characters must pass a Resolve check or gain D10 Stress.

6) A random character is attacked by some sort of tentacled creature emerging from a rock formation. The character (or their companions) must pass a STR check before D4 rounds end, or be pulled into a dark, ominous-looking hole. Failure means the character is stuck inside the hole until the crew can figure out how to pull them out.

7) A steep rock formation, rising from the depths, blocks the crew's path and forces them to go around it (+2🕓).

8) The water here is highly radioactive. All characters receive 50 rads.

9) A pod of clearly predatory organisms head towards the crew. If any character passes a Perception check, they manage to spot them just in time, earning the crew a chance to hide. Failure means the crew is attacked by an Elite encounter.

10) The crew enters a strong underwater current—each character must pass a DEX check to swim away from the current or else they are quickly swept away to a random adjacent hex.

The galaxy cares little for a bunch of humans who are clearly out of their depth.

CHAPTER FIVE

5: running the game

> RUNNING THE GAME

This chapter holds all the necessary tools to run the game for others as a Game Master (GM) or to play without one, either by yourself or with others. There are also detailed rules on how to create NPCs and determine their interests, motivations, and more.

As the GM, it is your responsibility to fill in the gaps and iron out any logical inconsistencies produced by this book’s many generators. This is your chance to add your personal flavor, to connect seemingly disconnected results into one narrative. It is tempting to re-roll results that don’t make sense at first glance, but with a bit of work these can become the most interesting ones.

Don't forget that this book’s rules are here for you to break and bend to your will. If something doesn’t work, take it apart, remove it or expand it. The void is vast, and it is impossible to cover everything your Divers can find there.

Do not relax the pressure you put on your players. The galaxy cares little for a bunch of humans who are clearly out of their depth. Make them assume all events and creatures are out to kill them. It is your role to present them with these problems. Although you may be tempted to create solutions, the game will be more intense and fun for everyone if you let the players come up with them.

Try to keep the game as open as possible. This book is full of tables that allow you to cover almost all circumstances on the fly, so allow the players to take their characters wherever they want. This not only adds to the world’s credibility, making it feel less like a theme park and more like an actual real place, but means when the players inevitably do something or go somewhere that puts them in danger, they will only have themselves to blame.

› DESIGNING A MISSION

One of the GM's most important duties is the creation of interesting Sites and Planets for players to explore. This can be done by following the steps described in Chapter 4, just as if you were playing alone. The only difference is that as a GM, you are not only free to alter, add or remove any of the results, you should be tailoring the results to the particularities of your group and their story so far.

If your group has a history of backstabbing, you might want to shorten the travel time and prepare a Site with plenty of hazards that they can only survive if they cooperate. If this is a new crew, you might want to hand-pick some results to dial down the potential fatality of the mission. Whatever the case, generate all the details beforehand. It is perfectly possible to wing it thanks to all the random generation tools, but the more you have prepared in advance the easier your life will be.

Across a Thousand Dead Worlds' gameplay favors a more sandbox, open-ended style of campaign. Instead of having one narrative thread, campaigns are typically a series of exploratory missions in self-contained Sites which the crew is unlikely to return to, along with the occasional event and diversion taking place on Karum Station. This means that it is not that important to tie the events of one game to what happened before.

Don't hesitate to create false leads and connections to previous events, to increase the players' paranoia and the appearance of a larger conspiracy. Alternatively, you might create a "meta-narrative" between the Sites. A series of ruins might all touch on some ancient species (other than the Àrsaidh) and their tragic downfall, with artifacts and clues as grim fragments of their ancient tale. Even if players don't investigate these connections, knowing their secret purposes and constructions will give you the hints you need to build things out properly.

> ENSURING EVERYONE AT THE TABLE HAS FUN

Across a Thousand Dead Worlds deals with pretty serious themes—trauma, death, even body horror. As the GM it is your job to make sure everyone at the table is comfortable with these themes and any others that you wish to introduce. Fortunately, smarter people than this author have already come up with very simple tools for this purpose:

THE X-CARD:

Since most RPGs are improvisational and we don't know what will happen, it's possible the game will go in a direction people don't want. The X-Card is an optional tool created by John Stavropoulos that can fix these problems as they arise, allowing anyone in your game (including the GM) to edit out content they're uncomfortable with. To use, at the start of your game, simply say: *"I'd like your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way,* [draw X on an index card], *just lift this card up, or simply tap it* [place card at the center of the table]. *You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. If* *there's an issue, anyone can call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together—in fact, usually I'm the one who uses the X-card to help take care of myself. Please help make this game fun for everyone. Thank you!"*

LINES & VEILS:

First suggested by author Ron Edwards, Lines & Veils are limits established ahead of time, usually at the beginning of a new game or whenever a new player is introduced. A Line is anything a player considers a hard limit, something they do not want to appear in the fiction. A good example of this would be torture. A Veil is something players are okay with being part of the game so long as it's not focused on—they prefer to "pan away." to keep it away from the spotlight. A typical example of this would be sex scenes.

Most groups will never need these tools. Some groups have been playing together for years and know what they can and cannot do in a game. These tools are here for those cases when they might be necessary, though. *Better to have them and not need them, than need them and not have them!*

GAME MASTER EMULATION

Sometimes, nobody in the group wants to take up the mantle of GM. Other times, you might want to make a character and play the game completely alone. In these cases, you can use randomly-generated prompts to emulate the GM's decision-making process. The following pages explain this process in detail, allowing you to have a sandbox experience that will take your character(s) in completely unexpected directions.

› GAMEPLAY STRUCTURE

1) Establish a Scene and roll the Twist die to determine if there's a Surprise Event.

2) Answer any questions about the scene or create detail, and move the plot forward.

3) Use the normal gameplay rules and mechanics to resolve any situation that arises.

4) Update (add or resolve) the Story Arcs, add or remove Characters, adjust the Twist modifier, then establish the next Scene.

THE SCENE

Every Scene has a Setting (where the action takes place) and some Characters (all PCs and NPCs present). Unless this is your first session with new characters, these elements will organically flow from your previous scene. For your first session (and first scene), you can simply generate a mission and start things with a bang, loiter a bit around Karum Station to follow up on rumors, or even use the Action and Theme tables to generate a Scene of your own.

- After establishing a Scene, roll to see if there's a Twist. At first, there is a 1-in-6 chance a Surprise Event is introduced (pg 231).
- At the end of a Scene, the players must evaluate if they were in control of the situation. If they were not, the chance of a Twist goes up by 1 (to a max of 3-in-6). These odds reset each time the Time Track resets.

> ASKING QUESTIONS

A roleplaying gaming session is essentially a conversation between the player(s) and the GM. When the players want to know something about the world or its inhabitants, they ask the GM about it (at least in traditional RPGs). Things are different without a GM though. Players still have questions about the world, but answering them for themselves kills all the surprise and wonder that makes a story interesting. Fortunately, there are ways of answering virtually any question while still retaining that surprise element, as long as the question is properly formulated.

> RUNNING A PREDICTION SUBROUTINE (YES/NO QUESTIONS)

To determine whether something is one way or another, use the Prediction Subroutine. First, ask the question in a "yes or no" fashion (e.g. *"Will the Guardian turn around and come my way?"*) and determine the likelihood of the event. Then compare the likelihood with the table below and roll a D20. Keep in mind, a natural 1 is considered an *Exceptional No*, while a natural 20 is an *Exceptional Yes*. This means that whatever the result is, it's an extreme and absolute version of it.

For a more nuanced result, roll an extra D6 to determine if there's a Qualifier and therefore a Complication (if needed). If there is, simply logically decide for yourself what it refers to, or use the Surprise Event, Action & Theme tables if there's no clear answer.

Prediction Subroutine (D20)

IF THE ACTION OR EVENT IS...	THEN...
Almost Impossible	It happens on a 16 or higher
Very Unlikely	It happens on a 14 or higher
Unlikely	It happens on a 12 or higher
Fifty-Fifty	It happens on a 10 or higher
Likely	It happens on an 8 or higher
Very Likely	It happens on a 6 or higher
Almost Certain	It happens on a 4 or higher

Qualifier (D6)

{1}	...but...
{2-5}	No Qualifier
{6}	...and...

Complication (D6)

{ 1 }	There's an unexpected event at a very good or bad moment
{ 2 }	Something that appears to be one way is actually another
{ 3 }	A new character(s), or an existing character's true nature, is revealed (reinforcements appear, a harmless NPC is actually an enemy agent, etc.)
{ 4 }	The physical environment changes (weather, floor collapse, security systems activate, etc.)
{ 5 }	A useful item (key, gear, a letter) is found or lost
{ 6 }	The social environment changes (a character's mother is actually their aunt, a PC is mistaken for someone else, etc.)

EXAMPLE

A terrible explosion tears a hole in the sector Eduardo's team was exploring. Taken by surprise, they see the atmosphere is being vented, fast. There's a chance they will be pulled out before they can activate their magnetic boots, so Eduardo's player runs a Prediction Subroutine to ask, "Is there anything around I can grab to avoid being sucked out?" They decide the odds are 50-50, which means they need a 10 or higher on a D20. Eduardo's player rolls a D20 and a D6 (for the qualifier). The results are 14 and 6, which means yes, there is something that Eduardo can hold onto. Not only that, but the qualifier is "…and…" which they interpret as the handhold is not only enough for Eduardo, but for the rest of the crew as well. They decide the explosion dislodged a cable which is long and thick enough for the whole crew to attach their suits to. They're safe, for now.

› SURPRISE EVENTS
("WHAT HAPPENS?")

When a situation's outcome is uncertain or when you simply need to know what happens next (like for a Twist), use the following method to learn more details:

- Roll a D8 for the column and another for the row to generate a Surprise Event. Alternatively, pick a Descriptor that makes sense in the scene's context.
- Then roll on the Action and Theme tables (page 254) to further refine the result, if necessary.

EXAMPLE

After weeks of being cooped up in a Triangle with no end in sight, Daiyu's crew realizes they're running out of oxygen. Daiyu's player is unsure how the NPCs, particularly Henry, will react to this news. She could use the different NPC behavior tables to find out, but decides to use the "Non-Player Character" row on the Events table instead. She rolls a single D8 and obtains a 2 ("Behavior Change"). Daiyu's player immediately thinks that Henry will attempt something extreme to solve the oxygen problem, probably something dangerous to herself. Now the question is: is Henry plotting something, or does he just attack one of his crewmates immediately? Time to run a Prediction subroutine check!

Surprise/Unknown Events (2D8)

Descriptor	1-2	3-4	5-6	7-8
1 Encounter	Hostile	Neutral	Neutral	Friendly
2 Physical	Struggle	Illness/Curse	Trap	Labor
3 Environment	Natural	Weather	Unnatural	Deprivation
4 Knowledge	Forbidden	Secret/Hidden	Research	Historical
5 Player Character	Gear	Relationship	Health	Emotional
6 Non-Player Character	Behavior Change	Misunderstanding	Disappearance	Assistance Required
7 Location	Assault	Gathering	Hidden	Destroyed
8 FactionCrew	Internal Struggle	External Aggression	Struggle	Disappearance

1) **ENCOUNTER:** This is the most basic type of Event. The PC(s) encounter someone or something. Roll on the appropriate tables depending on the Event result. A hostile encounter in a Site is clearly a combat encounter, but a hostile encounter on Karum Station could simply be a drunk tourist.

2) **PHYSICAL:** This is a non-combat Event that requires the use of physical skills. Maybe you need to haul some fallen debris blocking your path, or maybe you activated a security system and need to see if you react on time.

3) **ENVIRONMENT:** An Event related to your surroundings—often a sudden change of weather or unexpected depressurization.

4) **KNOWLEDGE:** This type of Event relates to information the characters have or need to acquire. Maybe they discover something crucial about the Àrsaidh supply station they're on, or maybe they learn about an important event from years ago that explains their current situation.

5) **PLAYER CHARACTER:** This focuses on situations that affect the PCs directly, such as the sudden appearance of an old rival, a sudden gear malfunction or even a mental breakthrough that resolves past trauma.

6) **NON-PLAYER CHARACTER:** These situations indicate something unexpected happens to a relevant NPC. Perhaps the players learn that a character who helped them in a previous Scene is now in trouble, or they discover an ally is actually plotting against them. Determine which NPC randomly or logically.

7) **LOCATION:** These Events describe the current location or a nearby location relevant to the story. Maybe a nearby volcano is erupting or the Site is not as described by previous expeditions.

8) **FACTION/CREW:** This covers struggles caused by the different factions, or within a crew of Deep Divers. Maybe the KSA discovers an enemy informant, maybe a long time crew member disappears.

Remember, this table helps determine the details of any unforeseen circumstances, not just Twists!

> NPC BEHAVIOR (“WHAT DO THEY DO?”)

Character Motivations (D100)

1) Acceptance
2) Addiction
3) Power
4) Conformity
5) Greed
6) Charity
7) Follow orders
8) Gain favor
9) Confusion
10) Jealousy
11) Mastery
12) Obligations
13) Anger
14) Wantonness
15) Pleasure
16) Sow discord
17) Security
18) Protection
19) Stability
20) Recognition
21) Cause harm
22) Blackmail
23) Fulfill plan
24) Help Others
25) Harm their enemies
26) Knowledge
27) Adventure
28) Approval
29) Compassion
30) Debt
31) Boredom
32) Faith
33) Well-being
34) Status
35) Love
36) Wealth
37) Patriotism
38) Peace
39) Freedom
40) Strength
41) Redemption
42) Domination
43) Spiritual power
44) Destroy the status quo
45) Self-esteem
46) Lust
47) Desperation
48) Conspiracy
49) Pressured
50) Health

Knowing how other Non-Player Characters (especially NPC crew members) behave or think is a crucial element of any good RPG. As usual, if there isn’t a GM to decide, use these random tools to get an inkling of what is going on in their minds.

51) Pride
52) Asceticism
53) Survival
54) Independence
55) Desperation
56) Nihilism
57) Fame
58) Hedonism
59) Justice
60) Loyalty
61) Fear
62) Honor
63) Misguidedness
64) Enviousness
65) Prejudice
66) Belief
67) Take power
68) Immortality
69) Corruption
70) Pride
71) Transcendence
72) Hate
73) Responsibility
74) Victim of blackmail
75) Gain the upper hand
76) Hostility
77) Entertainment
78) Altruism
79) Hatred
80) Devotion
81) Envy
82) Revenge
83) Impress someone
84) Tradition
85) Control
86) Glory
87) Peace
88) Personal growth
89) Philanthropy
90) Rebellion
91) Respect
92) Social Cohesion
93) Reputation
94) Teach a lesson
95) Safety
96) Wanderlust
97) Self-improvement
98) Mental illness
99) Prove oneself
100) None

NPC KNOWLEDGE

Whether it's during a brutal interrogation or a friendly round of drinks, characters may learn interesting things from the NPCs they cross paths with. Combine the following tables with the others found in this chapter (particularly the Action and Theme tables) to determine what an NPC knows.

Roll once for each column. »

NPC STARTING ATTITUDE

Use the following tables to determine an NPC's initial reaction. This is not always a requirement—it would be pretty bizarre for a newly-introduced NPC to simply attack. As always, use common sense and consider the usual social norms and cues when using and interpreting these tables.

NPC Starting Attitude (D6)

{1-2} Hostile {3-4} Neutral {5-6} Friendly

// Continued on p.238

NPC Information

D20	TYPE	TOPIC
{ 1 }	A loss of opportunity involving...	A corporation
{ 2 }	The location of...	A planet
{ 3 }	A connection between the character and...	Karum Station
{ 4 }	A connection between an NPC and...	An Àrsaidh Site
{ 5 }	Background knowledge about...	A famous Deep Diver
{ 6 }	Positive news about...	Karum Station Authority
{ 7 }	Negative news about...	Àrsaidh technology
{ 8 }	A change related to...	An enemy agent
{ 9 }	The identity of...	A traitor
{10}	A loss involving...	The enemy's plans
{11}	An opportunity involving...	The current situation
{12}	A spiritual/mental change involving...	Someone familiar with the current situation
{13}	A gain of power involving...	A benefactor
{14}	A loss of power involving...	A crew member
{15}	The acquisition of an ability involving...	An unknown party
{16}	An important insight related to...	An ally
{17}	A gain involving...	
{18}	An emotional change involving...	
{19}	A financial change involving...	
{20}	A status change involving...	

// NPC Starting Attitude

Based on their starting attitude, use the following tables to learn more specifically how the NPC reacts to the PCs.

Hostile NPC (D10)

1-2	Attacks without warning
3-4	Threatens or harasses
5-6	Demands something
7-8	Denies access
9-10	Tries to trick or deceive

Neutral NPC (D10)

1-2	Is uninterested
3-4	Offers a job or needs help with a task
5-6	Opens themself to trade (items or information)
7-8	Needs a favor or has a job
9-10	Tries to trick or deceive

Friendly NPC (D10)

1-2	Talks or gossips
3-4	Offers direct assistance (gear, info, medical care, etc.)
5-6	Asks to trade
7-8	Offers gifts (basic gear, cash, etc.)
9-10	Wants to share a lead or clue

> NPC MORALE

Most Deep Divers are civilians at heart, so most of them aren't willing to sacrifice their lives or hold their ground in difficult or deadly situations. When an NPC faces one of the following situations, they must pass a WILL check to test their morale or roll on the Demoralized Reaction table:

- When a team member is killed.
- When fighting against an impossible foe.
- When witnessing vicious acts of violence or inexplicable feats.
- After taking a 2nd Wound in combat.
- After receiving 10+ Stress at once.

Demoralized Reaction (D6)

1) Panics, immediately attempts to flee
2) Cowers in fear and ceases to attack for D4 rounds, if in combat
3) Confused by fear, lurches against the nearest character or enemy
4) Attempts to pull back to assess the situation
5) Freezes in confusion and does not act for D4 rounds, if in combat
6) Runs towards the nearest danger, screaming in rage and fear, and attacks at -2 if they reach an opponent

> NPC MOTIVATION

Use this table to determine a character's interest in a situation or course of action.

NPC Motivation (D10)	
1-2	Unmotivated or resistant
3-5	Uninterested, but will go with the flow
6-8	Moderately interested and motivated, will cooperate
9-10	Highly motivated and fully committed

> NPC DETAILS
– WHO ARE THEY?

Use these tables when needed, to learn more details about an NPC.

Gender (D6)	
1-2)	Female appearance
3-4)	Male appearance
5-6)	Androgynous appearance

Age (D6)	
1-2)	Young
3-4)	Middle-aged
5-6)	Elderly

NPC Character Descriptor (D100)

1) Poor
2) Rough
3) Trained
4) Common
5) Foul
6) Large
7) Quiet
8) Colorful
9) Inept
10) Respectful
11) Different
12) Harmful
13) Commanding
14) Strong
15) Calculative
16) Confident
17) Cautious
18) Unhinged
19) Caring
20) Gentle
21) Supportive
22) Generous
23) Hopeless
24) Reserved
25) Shy
26) Wealthy
27) Fancy
28) Skilled
29) Intelligent
30) Beautiful
31) Loud
32) Exotic
33) Informative
34) Clumsy
35) Primitive
36) Young
37) Disciplined
38) Meek
39) Impulsive
40) Sophisticated
41) Passive
42) Sneaky
43) Powerless
44) Honorable
45) Brave
46) Heroic
47) Posed
48) Sociable
49) Proud
50) Calm
51) Clean
52) Polite
53) Educated
54) Unusual
55) Driven
56) Fast
57) Uninformed
58) Ugly
59) Capable
60) Elegant
61) Difficult
62) Erratic
63) Humorous
64) Naive
65) Old
66) Bold
67) Intimidating
68) Hurt
69) Principled
70) Weak
71) Distrusting
72) Greedy
73) Sketchy
74) Optimistic
75) Courteous
76) Dirty
77) Rude
78) Ignorant
79) Sweet
80) Small
81) Slow
82) Interesting
83) Dangerous
84) Intrusive
85) Armed
86) Helpful
87) Wild
88) Frightened
89) Surprising
90) Crazy
91) Careless
92) Powerful
93) Gracious
94) Arrogant
95) Curious
96) Pious
97) Nervous
98) Disdainful
99) Humble
00) Formal

Character Names (D100)

1) Lilian
2) Lecia
3) Kasha
4) Susana
5) Margaret
6) Kena
7) Huong
8) Miesha
9) Nakisha
10) Ketura
11) Mimi
12) Tasha
13) Jenice
14) Wasim
15) Elario
16) Kaneshiro
17) Anuj
18) Sharif
19) Ju
20) Luka
21) Andreas
22) Dursun
23) March
24) Amana
25) Hadyn
26) Clarita
27) Kyoko
28) Li
29) Milja
30) Jean Marie
31) Inge
32) Hwa
33) Kiara
34) Annetta
35) Nona
36) Adriana
37) Cecil
38) Phoebe
39) Lammert
40) Maximilian
41) Toda
42) Xia
43) Nikita
44) Kang
45) Arita
46) Jimoh
47) Huw
48) Emre
49) Llewelyn
50) Ismael
51) Dorris
52) Clemencia
53) Rashida
54) Tawanda
55) Myrtis
56) Oretha
57) Jesse
58) Nita
59) Phylis
60) Suanne
61) Pamela
62) Mayra
63) Rohi
64) Vishal
65) Aram
66) Bok
67) Goran
68) Artem
69) Won
70) Dabir
71) Elvan
72) Marko
73) Kenyada
74) Deng
75) Alim
76) Jazmine
77) Lorri
78) Delila
79) Allene
80) Nerissa
81) Lisha
82) Cristy
83) Ayana
84) Chrystal
85) Verla
86) Neoma
87) Felicia
88) Nasra
89) Paolo
90) Poldie
91) Shakti
92) Lalit
93) Lei
94) Viktor
95) Tristan
96) Reth
97) Faisal
98) Simba
99) Zhao
00) Ramadhani

Character Surnames (D100)

1) Howells
2) Neel
3) Bush
4) Dong-Yul
5) Doshi
6) Alexeev
7) Tenny
8) Azikiwe
9) Ince
10) Charron
11) Kou
12) Hargest
13) Ilgaz
14) Lang
15) Goswami
16) Harper
17) Kyu
18) Ayim
19) Noak
20) Ping
21) Necci
22) Porcher
23) Daewon
24) Jie
25) Onabanjo
26) Niazi
27) Perrin
28) Megumi
29) Kang
30) Borroni
31) Galla
32) Okafor
33) Trivedi
34) Taylor
35) Vogt
36) Sokolov
37) Robson
38) Asena
39) Campos
40) Govannon
41) Legrand
42) Cornog
43) Kulikov
44) Smith
45) Keshaun
46) Dhingra
47) Popov
48) Azizi
49) Mancini
50) Pryce
51) Loxley
52) Keer
53) Martínez
54) Lanfen
55) Dee
56) Egorov
57) Nobuo
58) Wynne
59) Yilmaz
60) Yaozu
61) Jee
62) Dua
63) Tew
64) Protz
65) Lombardo
66) Sunder
67) Mercier
68) Mi-ok
69) Rad
70) Jovanović
71) Tinibu
72) Steele
73) Hyuk
74) Siegel
75) Guerra
76) Harvard
77) Caruso
78) Ai
79) Xiang
80) Sharif
81) Galindo
82) Nagel
83) Magoro
84) Rahim
85) Közen
86) Faure
87) Hosseini
88) Pennoyer
89) Trahern
90) Mohanty
91) Ishani
92) Glover
93) Budak
94) Zhu
95) Ali
96) Liqin
97) Beaulieu
98) Eynon
99) Moussa
00) Fu

NPC Nature (D10)

1) Stoic
2) Shady
3) Cautious
4) Curious
5) Learned
6) Social
7) Practical
8) Friendly
9) Confrontational
10) Pessimistic

NPC Quirks (D20)

1) Loves gossip
2) Acts extremely shy
3) Tends to interrupt others
4) Makes bad jokes
5) Constantly picks their nails
6) Always has a relevant story about one of their uncles
7) Always flipping an old coin
8) Unusually provincial
9) Constantly making references to old, obscure sit-coms
10) Picks their nose
11) Always prays before doing something dangerous
12) Is addicted to nicotine gums
13) Always wears something red
14) Carries a little sketch book
15) Always has messy hair
16) Gets distracted easily
17) Constantly cracks their knuckles
18) Insists on being called “Doc”
19) Always tries to avoid paying for stuff
20) Loves humming the same song

NPC DETAILS: HOW ARE THEY FEELING?

Roll 1-3 dice on the following tables when you need to find out how an NPC is feeling (in general or about a specific situation).

- For a general mood, roll a D8 on the leftmost column. In most cases this is enough, especially for a first impression.
- For more detail, or after talking for some time, roll on the row matching their general mood. This is a D4, D6 or D8 roll, depending on the number of options available.
- To get at the root of an NPC's emotion, roll a D4 on the appropriate emotion's sub-table.
- You can roll directly on any subtable to refine an existing emotion. For example, if you know an NPC is feeling angry due to the current circumstances, you can simply roll on the Angry row of the table.

HOW ARE THEY FEELING? (D8)

1) **DIFFICULT TO TELL**

2) **SURPRISED (D4)**

1) STARTLED (D4)
{ 1-2 } Shocked { 3-4 } Dismayed
2) CONFUSED (D4)
{ 1-2 } Disillusioned { 3-4 } Perplexed
3) AMAZED (D4)
{ 1-2 } Awed { 3-4 } Astonished
4) EXCITED (D4)
{ 1-2 } Eager { 3-4 } Energetic

3) **DISGUSTED (D4)**

1) DISAPPROVING (D4)
{ 1-2 } Judgemental { 3-4 } Embarrassed
2) DISAPPOINTED (D4)
{ 1-2 } Appalled { 3-4 } Revolted
3) AWFUL (D4)
{ 1-2 } Nauseated { 3-4 } Detesting
4) REPELLED (D4)
{ 1-2 } Horrified { 3-4 } Hesitant

4) **BAD (D4)**

1) TIRED (D4)
{ 1-2 } Sleepy { 3-4 } Unfocused
2) STRESSED (D4)
{ 1-2 } Overwhelmed { 3-4 } Out of Control
3) BUSY (D4)
{ 1-2 } Pressured { 3-4 } Rushed
4) BORED (D4)
{ 1-2 } Indifferent { 3-4 } Apathetic

5) SAD (D6)

1) LONELY (D4)
{ 1-2 } Isolated { 3-4 } Abandoned
2) VULNERABLE (D4)
{ 1-2 } Victimized { 3-4 } Fragile
3) DESPAIRING (D4)
{ 1-2 } Grief-Stricken { 3-4 } Powerless
4) GUILTY (D4)
{ 1-2 } Ashamed { 3-4 } Remorseful
5) DEPRESSED (D4)
{ 1-2 } Empty { 3-4 } Inferior
6) HURT (D4)
{ 1-2 } Embarrassed { 3-4 } Disappointed

6) FEARFUL (D6)

1) SCARED (D4)
{ 1-2 } Helpless { 3-4 } Frightened
2) ANXIOUS (D4)
{ 1-2 } Overwhelmed { 3-4 } Worried
3) INSECURE (D4)
{ 1-2 } Inadequate { 3-4 } Inferior
4) WEAK (D4)
{ 1-2 } Worthless { 3-4 } Insignificant
5) REJECTED (D4)
{ 1-2 } Excluded { 3-4 } Persecuted
6) THREATENED (D4)
{ 1-2 } Nervous { 3-4 } Exposed

7) HAPPY (D8)

1) PLAYFUL (D4)
{ 1-2 } Aroused { 3-4 } Cheeky
2) CONTENT (D4)
{ 1-2 } Free { 3-4 } Joyful
3) INTERESTED (D4)
{ 1-2 } Curious { 3-4 } Inquisitive
4) PROUD (D4)
{ 1-2 } Successful { 3-4 } Confident
5) ACCEPTED (D4)
{ 1-2 } Respected { 3-4 } Valued
6) PEACEFUL (D4)
{ 1-2 } Creative { 3-4 } Loving
7) TRUSTING (D4)
{ 1-2 } Sensitive { 3-4 } Intimate
8) OPTIMISTIC (D4)
{ 1-2 } Hopeful { 3-4 } Inspired

8) ANGRY (D8)

1) LET DOWN (D4)
{ 1-2 } Betrayed { 3-4 } Resentful
2) HUMILIATED (D4)
{ 1-2 } Disrespected { 1-2 } Ridiculed
3) BITTER (D4)
{ 1-2 } Indignant { 3-4 } Violated
4) MAD (D4)
{ 1-2 } Furious { 3-4 } Jealous
5) AGGRESSIVE (D4)
{ 1-2 } Provoked { 3-4 } Hostile
6) FRUSTRATED (D4)
{ 1-2 } Infuriated { 3-4 } Annoyed
7) DISTANT (D4)
{ 1-2 } Withdrawn { 3-4 } Numb
8) CRITICAL (D4)
{ 1-2 } Skeptical { 3-4 } Dismissive

NON-PLAYER CHARACTER RELATIONS

When your crew contains NPCs (especially when playing without a GM), you can use the following tables to determine their relationships to each other (or even non-crewmate NPCs). This creates more three-dimensional characters that are more than just a bunch of numbers on a sheet. Simply assign a number to each NPC and roll until all NPCs you want have clear relationships with the others.

Relations (D20)

1) Ignores
2) Hates
3) Admires
4) Knows a secret
5) Loves
6) Sexual partner
7) Long-life friend
8) Enemy
9) Is jealous
10) Envies
11) Depends
12) Rivalry
13) Inseparable
14) Blames for a past event
15) Owes a debt
16) Respects
17) Related
18) Shares a secret
19) Blackmails
20) Harasses

> RANDOM CONVERSATION

Sometimes, two characters will chat and you want to know how it affects them or what they discuss. This can be between two NPCs, two PCs or one PC and one NPC. The results of the following tables can be further refined with the Action & Theme tables (page 254).

If the conversation takes place during a voyage, a negative (-) reaction will inflict 1 Stress to the PC (or both PCs), while a positive (+) reaction will reduce their Stress by 1.

Character's Reaction (D12)

1) Dismissive (-)
2) Interested (+)
3) Bored (-)
4) Grateful (+)
5) Angered (-)
6) Confused
7) Distracted (-)
8) Disapproving (-)
9) Excited (+)
10) Amazed (+)
11) Sad
12) Nervous

Conversation Topic (D66)	
11)	A recent event in their family
12)	Heritage and family
13)	Earth's future
14)	The current (if applicable) or a recent expedition
15)	Death
16)	The food at Karum Station
21)	Gear
22)	Their fears
23)	A cherished experience
24)	Gossip
25)	Earth's past
26)	The Àrsaidh
31)	Their failures
32)	Useful contacts
33)	The KSA
34)	Their hopes
35)	Famous people
36)	Famous KSA debaucheries

41) A particular skill they possess
42) Conspiracy theories
43) Famous places
44) Their life on Earth
45) Their motivations
46) Their flaws
51) Antagonists
52) Entertainment
53) A previous expedition
54) Health
55) The nature of reality
56) Religion
61) Friends
62) Relationships
63) Each other
64) Wealth
65) Secrets
66) Recent events

UPDATING STORY ARCS

Story Arcs are the overarching themes, scenes and threads that form the backbone of the story. Once a Scene is completed (the crew arrives back at Karum Station, the interrogation yields interesting information, the tense chase abruptly end when the crew falls into a ravine), it is time to tally up your progress:

- Have you completed a Mission or similar, clearly defined goal?
- Are there no more leads to follow?
- Are all involved characters dead or no longer relevant to the story?
- What are the next steps to take? Who or what do you need to talk to, fight, follow, visit or investigate?

All these questions (and more, these are just examples) will let you know whether you should consider the Story Arc as over or continue it with another scene. For example, if your active Story Arcs is “find the missing crew” and you find them, then you can consider that Arc closed. This doesn’t mean the end of the story—more questions will arise which will lead to a new arc. Was the crew found alive and well, or were they dead? If the crew was found dead, the next Arc could be “Find out how the crew met their end.” If they were alive and well, maybe they went missing because they were taken by someone with a specific purpose and the next Story Arc could very well be “Find a way to rescue the captured crew,” or “Find the last living crew member within the Àrsaith complex.”

As you open and close Story Arcs, characters will appear organically, maybe as friends, maybe as foes.

In the example above, the characters would include the rescued crew member and the person (or persons) that asked the PCs to find them. Either of those characters might be removed from the list or remain on it—stories have interesting ways of taking us back to places we've already been. As always, let your intuition and logic lead the way when deciding which characters you think may play a role, directly or indirectly.

FAILING FORWARD

REMEMBER: ▼

You are the master of the story, so you are in charge of making it move forward. Do not let a failed Perception or Manipulation roll stop the story's flow—incorporate failures as narrative elements. Did the character fail to spot the secret exit because a sudden gust of air pushed dust into their eyes? Or maybe they didn't really fail, they just took so long to find it that their enemies caught up with them. Be creative with your failures and look for alternative, realistic solutions to what may seem like forced endings.

FLASHBACKS

Sometimes your story will require you to learn more about a specific situation. Where and how did you meet this new NPC who is supposed to be your "old companion?" What's the story behind the scar that you unconsciously scratch while worried? You can quickly answer these questions by simply making something up or using the Action & Theme tables, but you may want to play out a flashback. These are scenes in the past which detail what brought you to the current situation. This could be its own adventure unrelated to your current campaign, or a roleplaying scene just long enough to detail how the NPC is the girl you were hitting on as a teenager at a cattle fair, so many years ago. Use flashbacks like this to flesh out both your character, their story and their world.

› THE ACTION & THEME TABLES

The last fundamental tools you'll need to solve problems as a GM, whether you’re figuring out a scene’s direction or the result of a Surprise Event, are the Action and Theme tables. These two tables combined give you a seed of an idea, something to interpret in the context of any given moment.

To use the tables, roll once on each table and combine the result. If the first pair needs more details, you may roll again to refine it.

EXAMPLE

After an awkward silence that has lasted well over 20 minutes, Ola tries to start a conversation with Igor, who is just sitting beside him, staring at the wall. He rolls on the Conversation Topic table and gets “Gossip.” He clearly needs more details, so decides to roll on the Action & Theme tables, resulting in “Neglect” and “Blood.” Interpreting “blood” to mean “family,” he immediately asks Igor if he’s heard how Susan, the cashier back at the 1,001 Bites, abandoned her only child to work at the Station. At least, that’s what Kentaro told him the other night at the Red Asteroid…

Action (D100)

1) Antagonize
2) Violate
3) Assault
4) Attach
5) Assist
6) Care
7) Lie
8) Develop
9) Return
10) Inquire
11) Usurp
12) Bestow
13) Oppose
14) Fight
15) Increase
16) Waste
17) Inform
18) Decrease
19) Postpone
20) Propose
21) Suppress
22) Explore
23) Secure
24) Abandon
25) Ask
26) Reveal
27) Defend
28) Focus
29) Hold
30) Breach
31) Restore
32) Transform
33) Defy
34) Block
35) Neglect
36) Abuse
37) Open
38) Carry
39) Attract
40) Punish
41) Guide
42) Fortify
43) Gather
44) Withhold
45) Break
46) Dominate
47) Evade
48) Investigate
49) Impress
50) Distract
51) Hunt
52) Uphold
53) Move
54) Deliver
55) Reject
56) Avoid
57) Begin
58) Uncover
59) Betray
60) Surrender
61) Share
62) Risk
63) Capture
64) Challenge
65) Release
66) Escort
67) Seduce
68) Guard
69) Inspect
70) Break
71) Locate
72) Serve
73) Control
74) Finish
75) Endure
76) Alert
77) Take
78) Withdraw
79) Debate
80) Cause
81) Travel
82) Swear
83) Build
84) Deflect
85) Search
86) Learn
87) Preserve
88) Evade
89) Destroy
90) Create
91) Attain
92) Communicate
93) Harm
94) Gratify
95) Guard
96) Imitate
97) Tolerate
98) Trust
99) Deceive
00) Help

Theme (D100)

1) Dispute
2) Death
3) Energy
4) Outside
5) Friend
6) Enemy
7) Emotions
8) Plans
9) Possessions
10) Advice
11) Rumor
12) Knowledge
13) Power
14) Fight
15) Message
16) Environment
17) Opposition
18) Trust
19) Animal
20) Riches
21) Victory
22) Friendship
23) Wishes
24) Liberty
25) Wound
26) Trial
27) Danger
28) Weapon
29) Anger
30) Peace
31) Information
32) Location
33) History
34) Land
35) Price
36) Secret
37) Innocence
38) Community
39) Faction
40) Blood
41) Trade
42) Advantage
43) Health
44) Idea
45) Duty
46) Time
47) Hope
48) Bond
49) Fear
50) Resource
51) Gear
52) Action
53) Belief
54) Ally
55) Opinion
56) Debt
57) Safety
58) Reverence
59) Misfortune
60) Fortune
61) Ability
62) Battle
63) Tool
64) Nature
65) Problem
66) Loss
67) Shelter
68) Guidance
69) Opportunity
70) Direction
71) Deception
72) Memory
73) Burden
74) Disaster
75) Dream
76) Life
77) Path
78) Disease
79) Creature
80) Prize
81) Expedition
82) Pain
83) Fame
84) Magic
85) Travel
86) Attention
87) Benefit
88) Prison
89) Conspiracy
90) Survival
91) Adversity
92) Mystery
93) Wealth
94) Leader
95) Agent
96) Obstacle
97) Sanity
98) Expectations
99) Desire
00) Enterprise

RANDOM ACTION RESOLUTION

If you ever need to randomly determine an action's outcome (without an Attribute or Skill check), use the following table.

Random Action Resolution Table (D20)

20	Critical Success
17-19	Great Success
14-16	Success
11-13	Minimal Success
8-10	Near Miss
5-7	Failure
2-4	Complete Failure
1	Critical Failure

Don't forget that this book's rules are here for you to break and bend to your will. If something doesn't work, take it apart, remove it or expand it.

the galaxy is full of horrors

creatures of all types that can and will kill an unsuspecting crew

ANTAGONISTS

The galaxy is full of horrors, creatures of all types that can and will kill an unsuspecting crew if they are not stopped. Tales of tentacled nightmares or swift, sleek abominations abound, and it is almost impossible to find a Runner who hasn't had a close encounter with the many faces of death that populate Àrsaidh facilities.

Due to the infinite nature of the universe, it is practically guaranteed that whatever horrors the crew faces, nobody has seen them before. This is true in virtually all situations, except one: Àrsaidh Guardians. These constructs are commonly found within Àrsaidh facilities, and they obviously served a protective function, a function they keep fulfilling despite their masters having disappeared millenia ago.

CREATING ANTAGONISTS

When the crew faces an Encounter result on the Site exploration table, it is time to define what exactly they ran into. Following the next steps will give a clearer picture of what they must deal with, its capabilities, strengths and weaknesses.

To create an antagonist for the crew:

1) Choose the correct difficulty
2) Generate its characteristics (Type, Size, Drive, Intelligence, Stat Block, Role)
3) Use the appearance tables to define how it looks

CHOOSING THE CORRECT DIFFICULTY

An encounter's difficulty is determined with the Encounter Difficulty table.

Encounter Difficulty (D20)

1-5	Easy
6-13	Standard
14-18	Elite
19-20	Overwhelming

Creature variety and encounter size vary depending on the number of crew members (e.g. one, three or five). Even if crew members die, the difficulty will remain the same for that expedition. This means a five member crew that loses two members will still roll on the five-member crew tables when generating encounters.

CREATURE VARIETY IN A SINGLE ENCOUNTER

When encountering a creature, always begin by rolling on the Site Expedition Report sheet's creature table to check if it's a creature you've already encountered, regardless of its difficulty. Many of the encounters list creatures of varying difficulties (e.g. "1xStandard + 2xEasy Creatures" or "2xElite + 4xEasy Creatures"). When this happens, all the creatures are the same type and must be generated accordingly. This means crews won't face an Àrsaidh Guardian fighting alongside an Aberration, or an Aberration hunting humans with the help of the local fauna.

Although the creatures share a Type, they often come in different difficulties. When this is the case, generate the base creature Type and then modify it to the correct difficulty, effectively creating different versions of the same base creature. Remember, these are new creatures, so each one must be added to the Creature Index sheet separately!

ONE-MEMBER CREW ENCOUNTERS

EASY ENCOUNTER

(1x) Easy creature

STANDARD ENCOUNTER (D20)

1-12)	(1x) Standard creature
13-20)	(2x) Easy creatures

ELITE ENCOUNTER (D20)

1-10)	(1x) Elite creature
11-15)	(2x) Standard creatures
16-18)	(1x) Standard + (2x) Easy creatures
19-20)	(3x) Easy creatures

OVERWHELMING ENCOUNTER (D20)

1-8)	(1x) Overwhelming creature
9-10)	(2x) Elite creatures
11-12)	(1x) Elite + (2x) Standard creatures
13-14)	(1x) Elite + (3x) Easy creatures
15-16)	(3x) Standard creatures
17-18)	(2x) Standard + (3x) Easy creatures
19-20)	(4x) Easy creatures

THREE-MEMBER CREW ENCOUNTERS

EASY ENCOUNTER (D20)

1-12) (3x) Easy creatures
13-20) (1x) Easy + (1x) Standard creature

STANDARD ENCOUNTER (D20)

1-10) (3x) Standard creatures
11-13) (2x) Easy + (2x) Standard creatures
14-16) (4x) Easy + (1x) Standard creatures
17-18) (6x) Easy creatures
19-20) (1x) Elite + (2x) Easy creatures

ELITE ENCOUNTER (D20)

1-8) (3x) Elite creatures
9-10) (2x) Elite + (2x) Standard creatures
11-12) (1x) Elite + (4x) Standard creatures
13-14) (2x) Elite + (4x) Easy creatures
15-16) (1x) Elite + (8x) Easy creatures
17-18) (6x) Standard creatures
19-20) (10x) Easy creatures

OVERWHELMING ENCOUNTER (D20)

1-6) (3x) Overwhelming creatures
7-8) (2x) Overwhelming + (2x) Elite creatures
9-10) (1x) Overwhelming + (4x) Elite creatures
11-12) (2x) Overwhelming + (8x) Standard creatures
13-14) (1x) Overwhelming + (12x) Standard creatures
15-16) (2x) Overwhelming + (16x) Easy creatures
17-18) (1x) Overwhelming + (20x) Easy creatures
19-20) (24x) Easy creatures

FIVE-MEMBER CREW ENCOUNTERS

EASY ENCOUNTER (D20)

1-10)	(5x) Easy creatures
11-15)	(2x) Standard + (1x) Easy creature
16-18)	(1x) Standard + (3x) Easy creatures
19-20)	(1x) Elite + (1x) Easy creature

STANDARD ENCOUNTER (D20)

1-2)	(5x) Standard creatures
3-4)	(4x) Standard + (2x) Easy creatures
5-6)	(3x) Standard + (4x) Easy creatures
7-8)	(2x) Standard + (6x) Easy creatures
9-10)	(1x) Standard + (8x) Easy creatures
11-12)	(2x) Elite + (1x) Standard creature
13-14)	(1x) Elite + (3x) Standard creatures
15-16)	(2x) Elite + (2x) Easy creatures
17-18)	(1x) Elite + (6x) Easy creatures
19-20)	(10x) Easy creatures

ELITE ENCOUNTER (D20)

1-6)	(5x) Elite creatures
7)	(4x) Elite + (4x) Easy creatures
8)	(3x) Elite + (8x) Easy creatures
9)	(2x) Elite + (12x) Easy creatures
10)	(1x) Elite + (16x) Easy creatures
11)	(4x) Elite + (2x) Standard creatures
12)	(3x) Elite + (4x) Standard creatures
13)	(2x) Elite + (6x) Standard creatures
14)	(1x) Elite + (8x) Standard creatures
15)	(20x) Easy creatures
16)	(10x) Standard creatures
17)	(1x) Overwhelming + (1x) Elite creature
18)	(1x) Overwhelming + (2x) Standard creatures
19)	(1x) Overwhelming + (4x) Easy creatures
20)	(5x) Standard + (10x) Easy creatures

OVERWHELMING ENCOUNTER (D20)

1-7)	(5x) Overwhelming creatures
8)	(4x) Overwhelming + (2x) Elite creatures
9)	(3x) Overwhelming + (4x) Elite creatures
10)	(2x) Overwhelming + (6x) Elite creatures
11)	(1x) Overwhelming + (8x) Elite creatures
12)	(4x) Overwhelming + (4x) Standard creatures
13)	(3x) Overwhelming + (8x) Standard creatures
14)	(2x) Overwhelming + (12x) Standard creatures
15)	(1x) Overwhelming + (16x) Standard creatures
16)	(10x) Elite creatures
17)	(20x) Standard creatures
18)	(40x) Easy creatures
19)	(8x) Elite + (4x) Standard creatures
20)	(10x) Standard + (20x) Easy creatures

DEFINING CREATURE TYPE

Creatures are categorized into Types depending on their general characteristics and origin. This helps the GM (or player) determine some details about their capabilities and behavior.

GUARDIAN: Constructs found in essentially all Àrsaidh facilities, which act to protect said sites at any cost. They are relentless and will only stop once they've eliminated all intruders, or been destroyed. Most are the same few standard models with easily-recognizable A-metal bodies and sleek designs.

- Guardians are immune to any morale or psychological effects.

CREATURE TYPE

Off-Planet (D6)	
1-2	Guardian
3-4	Aberration
5-6	Synthetic

Planet Surface (D6)	
1	Guardian
2-3	Aberration
4-6	Local Fauna

ABERRATION: Creatures that are just too strange and mind-bending to be considered fauna. Many suspect they're the result of Àrsaidh experimentation, or something worse.

- Facing an Aberration always causes 5 Stress.

SYNTHETIC: Biomechanical life-forms commonly found around Àrsaidh facilities or places of interest, probably the result of experimentation.

- Synthetics can act normally the same turn they pass a Recovery Check.

LOCAL FAUNA: Although most planets are cataclysmic wastelands devoid of life, some Àrsaidh ships land on planets with some form of local fauna. They are as varied as life is on earth, and often relentlessly dangerous.

> Local Fauna always possess a minimum of 1 Defense.

DEFINING SIZE

Knowing a creature's size not only helps the players imagine how it looks, it also affects its capabilities. Size has a lot to do with how much melee damage a creature can deal, as shown in the following table.

Size & Damage Modifier (D20)	
1-3	Rodent to housecat (-2 damage).
4-8	Large dog to wildcat (-1 damage).
9-16	Humanoid in size (no changes).
17-18	Larger than human—like a large gorilla (+1 damage).
19-20	Cow to alligator (+2 damage).

MOVEMENT

As explained on page 57, movement rates differ from creature to creature. As a rule of thumb bipedal creatures (including unenhanced humanoids) or creatures with no legs move 1 Hex per round, while quadrupedal and sexapedal creatures move 2 hexes per round. If the stat block of a creature or NPC shows a different Movement rate, use that one.

GENERATING A CREATURE'S DRIVE

Not all alien creatures are killing machines. Use the following table to determine the creature's drive and if you wish, alter its behavior accordingly. If you want to ignore this, simply assume any creatures who confront the crew are only interested in killing and feeding. A Guardian's drive is always Territory Control.

Creature Drive (D4)

1) Territory Control
2) Predation
3) Destruction
4) Parasitization

1) **TERRITORY CONTROL.** This creature dominates this territory, claiming it as its own. Any intruders are swiftly dealt with or at least chased off. Territorial creatures don't pursue any character(s) that exit the Area where they were first encountered.

2) **PREDATION.** An insatiable hunger pushes this creature to devour almost anything it comes across. It lives for the hunt. A predatory creature will stop to devour any fallen character instead of dealing with other potential threats, unless it is attacked.

3) **DESTRUCTION.** This creature is only interested in destroying everything in its path, be it gear, buildings or the characters themselves.

4) **PARASITIZATION.** This creature relies on other living beings for its reproduction. It will choose a host and use it to grow its offspring, until they're devoured from the inside out. A character wounded by a parasitic creature must pass a CON check or succumb to a parasitic infection (pg 86).

DEFINING A CREATURE'S INTELLIGENCE

(OPTIONAL RULE)

Instead of using a stat block's suggested intelligence, you can choose to randomize it. While most creatures have animal intelligence, some of them might be much more cunning. Use the following table to determine the intelligence of an Abomination, Synthetic or Local Fauna.

Creature Intelligence (D10)	
1-7	Animal-like (6-1D4)
8-9	Human-like (6+1D8)
10	Above human (12+1D8)

GENERATING AN ANTAGONIST'S STAT BLOCK

Next, pick the Stat Block matching the encounter's difficulty.

EASY

NUMBER OF ROLLS ON THE ABILITY TABLE ▸ 1

STR	DEX	CON	WIL	INT	CHA
8	4	8	6	6	0

WOUNDS ▸ 1 AWARENESS ▸ 5 ARMOR ▸ – DEFENSE ▸ –

DAMAGE ▾

ATTACK SKILL ▸ +2
DAMAGE ▸ (D10)+5

RANGE (IF APPLICABLE) ▸ (D10)+1

STANDARD

NUMBER OF ROLLS ON THE ABILITY TABLE ▸ 1

STR	DEX	CON	WIL	INT	CHA
12	12	10	10	8	0

WOUNDS ▸ 1 AWARENESS ▸ 10 ARMOR ▸ 2 <OR> DEFENSE ▸ 2

DAMAGE ▾

ATTACK SKILL ▸ +5
DAMAGE ▸ (D10)+5

<OR>

ATTACK SKILL ▸ +2
DAMAGE ▸ (2D12)

RANGE (IF APPLICABLE) ▸ (D10)+2

RECOVERY REACTIONS ▾

- [Bloodied] +2 Damage <OR> Attempts to flee
- [Cornered] +2 Defense <OR> +2 Attack Skill
- [Overwhelmed] -2 Defense <OR> Attempts to flee

ELITE

NUMBER OF ROLLS ON THE ABILITY TABLE ▸ 2

STR	DEX	CON	WIL	INT	CHA
14	14	12	12	8	0

WOUNDS ▸ 2
AWARENESS ▸ 15
ARMOR ▸ 4 <OR> DEFENSE ▸ 4

DAMAGE ▾

ATTACK SKILL ▸ +8
DAMAGE ▸ (2D12)

<OR>

ATTACK SKILL ▸ +4
DAMAGE ▸ (2D10)+5

RANGE (IF APPLICABLE) ▸ (D10)+3

RECOVERY REACTIONS ▾

- [Bloodied] +5 Damage <OR> +2 Defense
- [Cornered] +5 Defense <OR> +5 Attack Skill
- [Overwhelmed] -2 Defense <OR> Attempts to flee

OVERWHELMING

[Attacks 2 times on its turn]

NUMBER OF ROLLS ON THE ABILITY TABLE ▸ 3

STR	DEX	CON	WIL	INT	CHA
16	14	15	14	8	0

WOUNDS ▸ 3
AWARENESS ▸ 20
ARMOR ▸ 5 <OR> DEFENSE ▸ 5

DAMAGE ▾

ATTACK SKILL ▸ +10
DAMAGE ▸ (3D12)

<OR>

ATTACK SKILL ▸ +5
DAMAGE ▸ (3D10)+5

RANGE (IF APPLICABLE) ▸ (D10)+3

RECOVERY REACTIONS ▾

- [Bloodied] +7 Damage <OR> +5 Defense
- [Cornered] +7 Defense <OR> +7 Attack Skill
- [Overwhelmed] -2 Defense <OR> Attempts to flee

When a choice is presented between two options (such as more damage or more attack skill), pick one randomly by giving each option a 50% chance to appear.

DEFINING THE ENEMY ROLE

All antagonists have a role that changes their combat behavior, Stat Block and other characteristic details. *All Easy, one-crew member opponents are Brutes.* The rest are determined randomly:

Enemy's Role (D10)	
1-3)	Brute
4-5)	Lurker
6-7)	Ranged
8-9)	Swarm
10)	Psychic

While in combat, roll every turn on the creature's Combat Behavior table to see how it acts.

BRUTE

These creatures attack head-on, with no regard for tactics or caution. What they lack in finesse they make up with strength and ferocity.

- +1 to Hit Location rolls
- Brutes have no ranged attacks
- Brutes can move twice per turn
- +1 STR, -1 DEX, +1 CON
- +2 Damage
- -2 Attack Skill
- -2 Awareness

Combat Behavior – Brute (D10)

Behavioral Guidelines: Charges head first into combat, without subtlety.

1-7)	Makes a Melee attack <OR> rushes toward the closest opponent
8-10)	Uses a special ability/skill (if applicable) <OR> makes a Melee attack

> LURKER

Enemies that prefer to wait for the perfect moment to strike. They work best in groups, so they can swiftly attack and return to the shadows.

- Lurkers do not suffer an attack of opportunity when disengaging from combat
- Lurkers favor melee combat over their ranged abilities
- +2 DEX, -1 CON
- +5 Attack Skill against opponents not directly targeting them
- +2 Awareness

Combat Behavior - Lurker (D10)

Behavioral Guidelines: Avoids direct confrontations in favor of ambushing or taking opponents by surprise.

1-4)	Initiates combat with a surprise attack <OR> attacks someone already engaged with another opponent
5)	Uses its Main attack
6-7)	Maneuvers, either to change targets (roll on the Target table, pg 59), to avoid being surrounded or to leverage the terrain or situation
8-9)	Uses a special ability/skill (if applicable) <OR> uses its Main attack
10)	Uses a piece of gear (if applicable) <OR> uses its Main attack

RANGED

Opponents that always attempt to stay at range and prioritize ranged attacks. While capable of melee combat, their skill clearly lies in ranged attacks using sophisticated weaponry or biological projectiles.

- Ranged creatures favor ranged attacks over their melee abilities
- -1 STR, +1 DEX, -1 CON, +1 WIL
- +1 to Hit Location rolls
- +2 Ranged Attack skill, -2 Melee Attack skill
- +2 Awareness

Combat Behavior - Ranged (D10)

Behavioral Guidelines: A balanced combatant who attempts to stay at range and avoid melee combat.

1-4) Uses its main attack (always Ranged unless forced into melee)

5) Uses its secondary attack (if applicable) <OR> uses its Main attack

6-7) Maneuvers, either to change targets (roll on the Target table, pg 59), to avoid being surrounded or to leverage the terrain or situation

8-9) Uses a special ability/skill (if applicable) <OR> uses its Main attack

10) Uses a piece of gear (if applicable) <OR> uses its Main attack

> SWARM

A Swarm is a group of dozens or even hundreds of smaller, single individuals acting as a single opponent. They are almost impossible to avoid completely, but fortunately no single creature is very strong. While each individual's size is always tiny, the Swarm can be as large as a large animal, engulfing all creatures in range.

- Swarms have no ranged attacks
- Swarms can move twice per turn
- +5 Attack Skill
- -1(D10) damage
- Swarms larger than a single human (made by rolling 19-20 on the Size table) attack every single character at once
- Attacks against Swarms do not roll on the Hit Location table—all damage is automatically modified by +1

Combat Behavior - Swarm (D10)

Behavioral Guidelines: Closes the gap as fast as possible, rushing forward to surround its target.

1-7) Makes a Melee attack <OR> rushes toward the closest opponent

8-10) Uses a special ability/skill (if applicable) <OR> makes a Melee attack

> PSYCHIC

An umbrella designation for creatures with abilities that defy our understanding of physics. These encounters are often the most terrifying due to the inability of our scientists to explain them and the lack of conventional ways of dealing with them.

- Psychic creatures favor ranged attacks over their melee abilities
- Psychic opponents always roll on the Psychic Ability table instead of the standard one
- -1(D10) damage
- -1 CON, +3 WIL

Combat Behavior - Psychic (D10)

Behavioral Guidelines: If fighting alone, it attempts to keep its distance. In a group, they stay grouped, supporting and attacking from a ranged position.

1-4) Uses any abilities they have <OR> attacks normally

5-6) Uses its Main attack

7) Maneuvers, either to change targets (roll on the Target table, pg 59), to avoid being surrounded or to leverage the terrain or situation

8-9) Uses a special ability/skill (if applicable) <OR> uses its Main attack

10) Uses a piece of gear (if applicable) <OR> uses its Main attack

ADDING UNIQUE TRAITS

After generating a creature's capabilities, roll on the Unique Trait table. Only Standard, Elite and Overwhelming creatures must roll.

Creature Unique Trait (D10)

1) +1 Armor/-1 Defense
2) +1 Defense/-1 Armor
3) +5 Attack Skill/-5 Damage
4) +5 Damage/-5 Attack Skill
5) +1 Wound/-1 Ability
6) +2 CON/-2 WIL
7) +2 WIL/-2 CON
8) +2 STR/-2 DEX
9) +2 DEX/-2 STR
10) +1 Wound/-1 CON/-1 WIL

ENEMY ABILITIES

Most creatures encountered possess unique abilities. Use the following tables to define which ones they are.

Enemy Ability (D20)

1) Acid Blood
2) Acid Spray
3) Carapace
4) Cleave/Spread Shot
5) Crawler
6) Dazzle
7) Drain
8) Entangle
9) Explosive
10) Flame Attack
11) Immune
12) Infectious
13) Metallic Claws
14) Paralyzing Bite/Shot
15) Putrid
16) Rebirth
17) Regenerate
18) Tough
19) Uncanny Speed
20) Vicious

1) **ACID BLOOD** *Passive*

Each time the creature receives damage, it deals D20 damage to any character within melee range and has a 50% chance to destroy a piece of their equipped gear.

2) **ACID SPRAY** *Active*

The creature spits an acidic substance against its opponent. The attack deals 2D12 damage on a hit and has a 50% chance to destroy a piece of the target's equipped gear.

3) **CARAPACE** *Passive*

This creature's hard carapace grants it +3 Armor.

4) **CLEAVE/SPREAD SHOT** *Active*

If the creature passes a skill check, it makes a wide attack that hits all opponents in range, dealing 2D10 damage.

5) **CRAWLER** *Passive*

This creature can crawl on any surface—even walls or ceilings—allowing it to potentially be out of range from most Melee weapons.

6) **DAZZLE** *Active*

The creature emits a sudden, bright flash, blinding any opponent situated in front of it for D4 rounds.

7) **DRAIN** *Active*

The creature aims an attack at the target's neck. This might be a bite in melee or a called shot at range. If successful, the target immediately receives 1 Wound, and the creature heals 1 Wound.

8) **ENTANGLE** *Active*

This creature entangles its target (with tentacles, a web-like substance or plant-like tendrils). To escape, the entangled target must perform a DEX check every round until freed or cut out by someone else.

9) **EXPLOSIVE** *Passive*

After being dealt a fatal wound, this creature explodes dealing D20 damage for 30’ in all directions.

10) **FLAME ATTACK** *Active*

The creature sprays its opponent with a flammable chemical substance that ignites when it comes into contact with oxygen (only works in oxygenated environments). It attacks as normal, but instead of dealing damage, its opponent receives the Burning condition.

11) **IMMUNE** *Passive*

This creature is immune to the effects of heat, cold and even radiation.

12) **INFECTIOUS** *Passive*

All Wounds caused by this creature become Infected.

13) **METALLIC CLAWS** *Passive*

This creature deals an extra +1D4 damage per melee attack.

14) **PARALYZING BITE/SHOT** *Active*

The creature has an attack that forces the target to make a CON (-5) check or be paralyzed for D4 rounds.

15) **PUTRID** *Passive*

Each time this creature deals damage, its target loses 1 CON. This loss persists until healed with a Medical Aid check.

16) **REBIRTH** *Passive*

After being killed, the creature partially regenerates and now has one Wound left. Only works once.

17) **REGENERATE** *Active*

If the creature has received a Wound, it spends this turn healing it.

18) **TOUGH** *Passive*

This creature is immune to Critical Hits.

19) **UNCANNY SPEED** *Active*

For 1 Turn after activating this ability, the creature is completely immune to ranged attacks.

20) **VICIOUS** *Passive*

When this creature causes a Wound, its target adds +2 to the Injury table roll.

Psychic Abilities (D10)

1) Buffer
2) Control
3) Distressing
4) Dread
5) Inspire Terror
6) Mind Lash
7) Organize
8) Stun
9) Suffocate
10) Telekinetik Push

1) BUFFER *Active*

The next time the creature is hit by an attack, they suffer 50% less damage.

2) CONTROL *Active*

The creature attempts to control the actions of its target. The target must pass a WIL check to avoid being controlled. A controlled creature may only attempt to free themselves every 2 rounds.

3) DISTRESSING *Passive*

Any character in combat against this creature gains 1 Stress/round.

4) DREAD *Active*

The creature triggers a roll on the Dread table.

5) **INSPIRE TERROR** *Active*

The creature causes all characters within 30’ to gain 5 Stress.

6) **MIND LASH** *Active*

The creature assaults its target’s mind—pass a WIL check or be Knocked Down.

7) **ORGANIZE** *Passive*

This creature grants +2 Attack skill and +1 WIL to all surrounding creatures (except the PCs).

8) **STUN** *Active*

This attack stuns the target for D4 rounds (has 50% Stamina, can only take actions to move).

9) **SUFFOCATE** *Active*

The target suffers the effects of Suffocation (page 90).

10) **TELEKINETIC PUSH** *Active*

The creature pushes its target away with its mind, slamming them against the nearest solid object and causing 2D10 damage.

APPEARANCE

The final step to generating a creature is determining what it looks like. Feel free to bend the results from the following tables to match the creature's abilities, role and type.

General Appearance (D20)

1) Avian
2) Arachnid
3) Insectoid
4) Apeish
5) Reptilian
6) Serpentine
7) Canine
8) Feline
9) Antilopine
10) Bovine
11) Cancrine
12) Chelonian
13) Amorphous
14) Ichthyic
15) Glirine
16) Octopine
17) Fungine
18) Plantlike
19) Petrous
20) Vermian

The creature is covered with… (D8)

1) Scales
2) Feathers
3) Skin
4) Fur
5) Chitin
6) Crystal
7) Ooze
8) Stone

Unique Feature (D10)

1) Wings
2) Horns
3) Mane
4) Several mouths
5) Numerous limbs
6) Bright colors
7) Suckers
8) Tail
9) Tendrils
10) Translucence

Number of Limbs (D4)

1) None
2) Bipedal, mostly upright
3) Quadrupedal
4) Sexapedal

Limbs (Aquatic) (D6)

1-2) None
3-4) Tentacles
5-6) Flippers

Fore Limbs (Terrestrial) (D10)

1-5) Same as Hind Limbs
6) None
7) Claws
8) Talons
9) Tentacles
10) Pincers

Hind Limbs (Terrestrial) (D6)

1) None
2) Claws
3) Hooves
4) Feet
5) Talons
6) Tentacles

Mouth (D6)

1) None
2) Beak
3) Mouth
4) Tentacles
5) Snout
6) Trunk

Eyes: Type (D10)

1-2) None
3-4) Front-Facing
5-6) Side-Facing
7-8) Eyestalks
9-10) Compound

Eyes: Number (D10)

1-2) One
3-5) Two
6-7) Four
8) Six
9) Eight
10) Ten

RANDOM CREATURE NAME

Although not strictly necessary, it helps to name the creatures we come across, in order to be able to discuss them more easily.

Number of Syllables (D10)

[1-2] One [3-6] Two [7-10] Three

Once you've determined the number of syllables, roll once on each column as needed. When rolling a name with a single syllable, feel free to duplicate any consonant or vowel in it.

D100	First Syllable	Second Syllable	Third Syllable
1-2	Ael	Hu	Mus
3-4	Ar	Hol	Myn
5-6	At	Has	Med
7-8	Af	Hof	Mol
9-10	Am	Hev	Mec
11-12	Ain	Io	Nio
13-14	Bo	Im	Nu
15-16	Baf	Ir	Ner
17-18	Bet	Iok	Nas
19-20	Bin	Iv	Or
21-22	Buk	Ix	Otu
23-24	Bon	Jo	Owa
25-26	Bru	Je	Ogi
27-28	Cal	Jun	Ofe
29-30	Cor	Jas	Ovy
31-32	Cen	Jho	Olo
33-34	Col	Jen	Oma
35-36	De	Jiv	Pro

D100	First Syllable	Second Syllable	Third Syllable
37-38	Dra	Jox	Pem
39-40	Din	Jer	Pas
41-42	Deo	Jis	Pu
43-44	Dak	Kro	Puc
45-46	Dot	Ke	Pyf
47-48	Er	Kal	Piz
49-50	Eo	Koe	Qu
51-52	Eni	Klu	Reo
53-54	Eto	Kyn	Rin
55-56	Eal	Kva	Ra
57-58	Eth	Kol	Rol
59-60	Emi	Kes	Se
61-62	Eos	Kut	Sov
63-64	Foh	Kso	Sag
65-66	Fel	Kae	Siz
67-68	Fan	Kib	Suf
69-70	Fri	Li	To
71-72	Fik	Lon	Til
73-74	Faw	Ler	Tra
75-76	Flo	La	Tuv
77-78	Gru	Loy	Uo
79-80	Gon	Lun	Un
81-82	Gas	Les	Ven
83-84	Gy	Lam	Vo
85-86	Gli	Lef	Vas
87-88	Gea	Luz	Xa
89-90	Got	Lop	Xon
91-92	Hun	Mo	Yeo
93-94	Hol	Met	Yl
95-96	Hra	Maf	Yt
97-98	Hib	Mig	Zas
99-100	Had	Mox	Zo

GUARDIANS

In contrast with most creatures a crew will encounter during their travels, most Àrsaidh Guardian models have been cataloged by the multiple expeditions that have encountered them. This helps crews to have some potential threats identified and to be prepared for them accordingly.

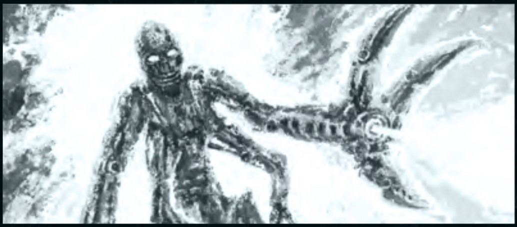
Instead of applying Role modifiers to Guardians, work directly with the following stat blocks.

Guardians can be Hacked, but at most this will stop it in its tracks. There are no recorded cases of a Diver taking control of a Guardian's systems. Hacking has a different modifier depending on the Guardian's difficulty:

EASY:	Normal (+0)
STANDARD:	Demanding (-5)
ELITE:	Hard (-10)
OVERWHELMING:	Almost Impossible (-15)

› TITAN

ROLE: *Brute*
Page: 292



› ANANSI

ROLE: *Lurker*
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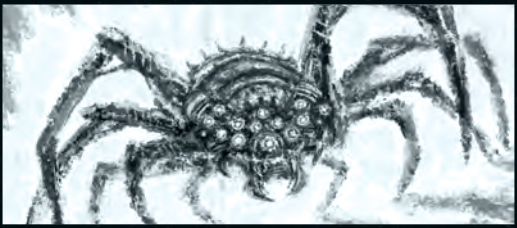
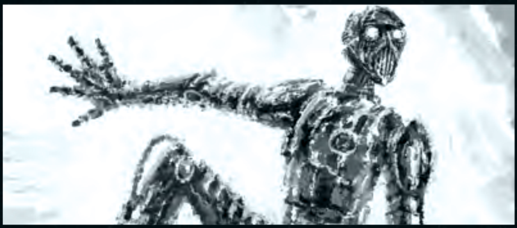


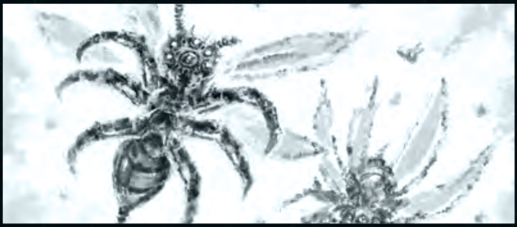
› ARASH

ROLE: *Ranged*
Page: 296



› BRAHMARI

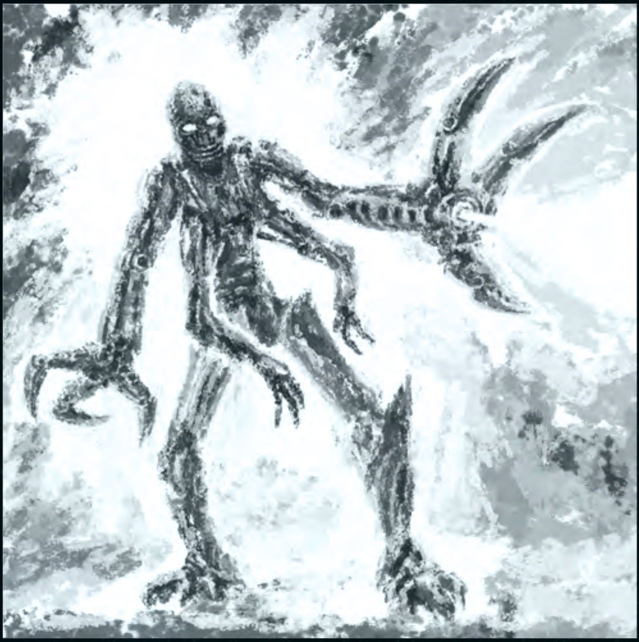
ROLE: *Swarm*
Page: 298



› TITAN

ROLE: *Brute*

Titan-class Guardians are the simplest Àrsaidh constructs, but they are still extremely sophisticated pieces of machinery, as evidenced by their environmental adaptability. The first registered Titan Guardian encounter described, "a tall metallic humanoid creature with four arms and two legs. It attacked the crew on sight and continued until they retreated from the area it was patrolling." Several Titan variations have been accurately recorded, despite their extreme versatility resulting in some duplicate entries. This was partially due to their limited shapeshifting capabilities: Titans can reshape their bodies to fit into smaller, narrower spaces to better pursue their targets. This makes them even more terrifying and must be taken into consideration at all times while facing one.



EASY

STR	DEX	CON	WIL	INT	CHA
10	2	8	6	4	0

WOUNDS ▸	AWARENESS ▸	ARMOR ▸	DEFENSE ▸
1	5	–	–

ATTACK SKILL ▸ +0
DAMAGE ▸ (D12)+5

STANDARD

STR	DEX	CON	WIL	INT	CHA
12	10	10	10	8	0

WOUNDS ▸	AWARENESS ▸	ARMOR ▸	DEFENSE ▸
1	10	2	–

ATTACK SKILL ▸ +4
DAMAGE ▸ (D12)+5
ABILITIES ▸ [Charge] +1 damage to its next attack per attack received. Resets after dealing damage.

ELITE

STR	DEX	CON	WIL	INT	CHA
14	13	13	12	8	0

WOUNDS ▸	AWARENESS ▸	ARMOR ▸	DEFENSE ▸
2	15	5	–

ATTACK SKILL ▸ +6
DAMAGE ▸ (2D10)+5
ABILITIES ▸ [Charge] +1 damage to its next attack per attack received. Resets after dealing damage.

▸ [Immune to all Conditions]

OVERWHELMING

STR	DEX	CON	WIL	INT	CHA
16	14	15	14	8	0

WOUNDS ▸	AWARENESS ▸	ARMOR ▸	DEFENSE ▸
3	20	5	5

ATTACK SKILL ▸ +10
DAMAGE ▸ (4D10)
ABILITIES ▸ [Charge] +1 damage to its next attack per attack received. Resets after dealing damage.

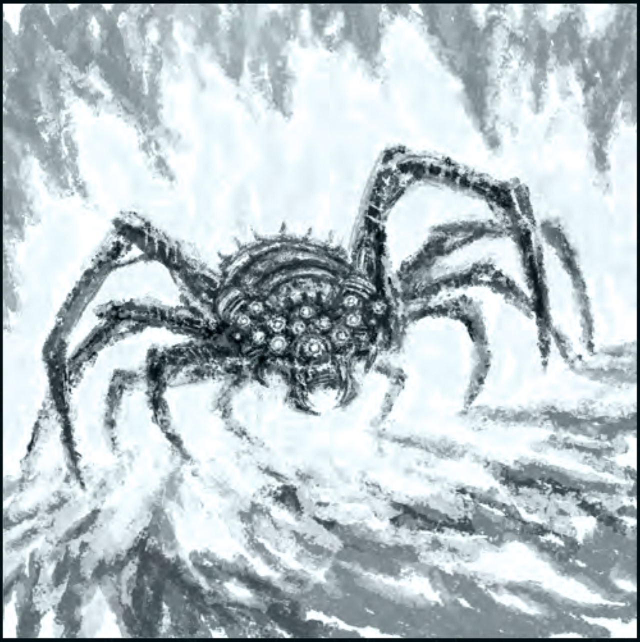
▸ [Immune to all Conditions]

▸ [Can initiate attack 2 times/round]

> ANANSI

ROLE: *Lurker*

Named after the Akan folk spider god, this cunning Guardian has a predilection for sneak attacks and a somewhat arachnid silhouette, due to its ten multi-purpose limbs and the plethora of eyes glowing behind its front visor. Their solo attacks are widely known, but some reports tell of these Guardians stalking Deep Diver crews until they find the right moment to attack, usually when they are facing another threat.



EASY

ATTACK SKILL ▸ +3/+8*

DAMAGE ▸ (D8)+5

STR	DEX	CON	WIL	INT	CHA
4	8	8	6	6	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	5	-	-

*vs opponents not directly targeting them

STANDARD

ATTACK SKILL ▸ +5/+10*

DAMAGE ▸ (D8)+5

ABILITIES ▸ [Venom] The Anansi shoots a venomous dart, applying the Poisoned IV condition.

STR	DEX	CON	WIL	INT	CHA
10	12	9	10	10	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	10	-	2

*vs opponents not directly targeting them

ELITE

ATTACK SKILL ▸ +8/+13*

DAMAGE ▸ (2D8)+5

ABILITIES ▸ [Venom] The Anansi shoots a venomous dart, applying the Poisoned III condition.

▸ [Immune to all Conditions]

STR	DEX	CON	WIL	INT	CHA
10	16	10	12	10	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
2	15	-	5

*vs opponents not directly targeting them

OVERWHELMING

ATTACK SKILL ▸ +10/+15*

DAMAGE ▸ (2D10)

ABILITIES ▸ [Venom] The Anansi shoots a venomous dart, applying the Poisoned I condition.

▸ [Immune to all Conditions]

▸ [Can initiate attack 3 times/round]

STR	DEX	CON	WIL	INT	CHA
14	16	14	14	12	0

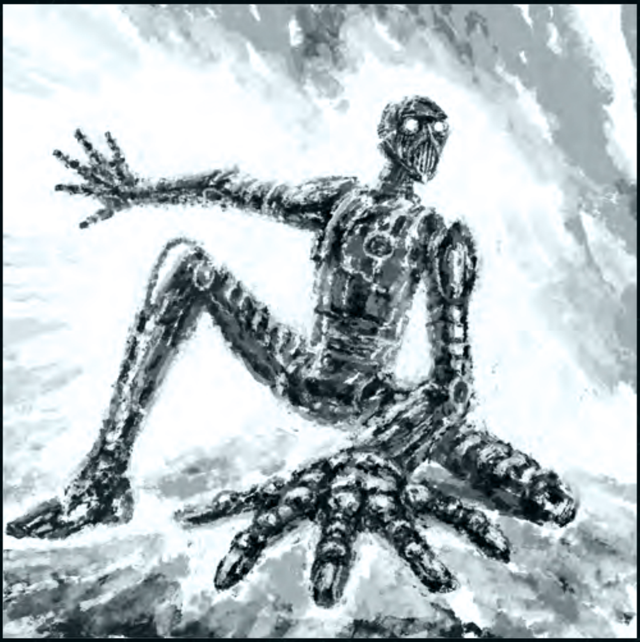
WOUNDS	AWARENESS	ARMOR	DEFENSE
2	20	-	5

*vs opponents not directly targeting them

> ARASH

ROLE: *Ranged*

Named after the famous Iranian archer, the Arash model is a sleek, simple-looking piece of technology with an uncanny accuracy at any range. They favor long-distance combat, with some units even possessing powerful explosives. The KSA recommends crews force the creature into close combat before things get out of control.



EASY

ATTACK SKILL ▸ +3
DAMAGE ▸ (D8)+5

STR	DEX	CON	WIL	INT	CHA
6	8	8	6	5	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	5	-	-

STANDARD

ATTACK SKILL ▸ +5
DAMAGE ▸ (D8)+5
ABILITIES ▸ [Aim] The Arash skips its turn but adds +10 to its next attack skill.

STR	DEX	CON	WIL	INT	CHA
11	11	10	10	8	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	10	1	1

ELITE

ATTACK SKILL ▸ +8
DAMAGE ▸ (2D12)
ABILITIES ▸ [Aim] The Arash skips its turn but adds +10 to its next attack skill.

▸ [Explosive] The Arash launches an explosive round that deals D20 damage.

STR	DEX	CON	WIL	INT	CHA
12	15	12	12	8	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
2	15	2	2

OVERWHELMING

ATTACK SKILL ▸ +10
DAMAGE ▸ (3D10)
ABILITIES ▸ [Aim] The Arash skips its turn but adds +10 to its next attack skill.

▸ [Explosive] The Arash launches an explosive round that deals D20 damage.

▸ [Can initiate attack 2 times/round]

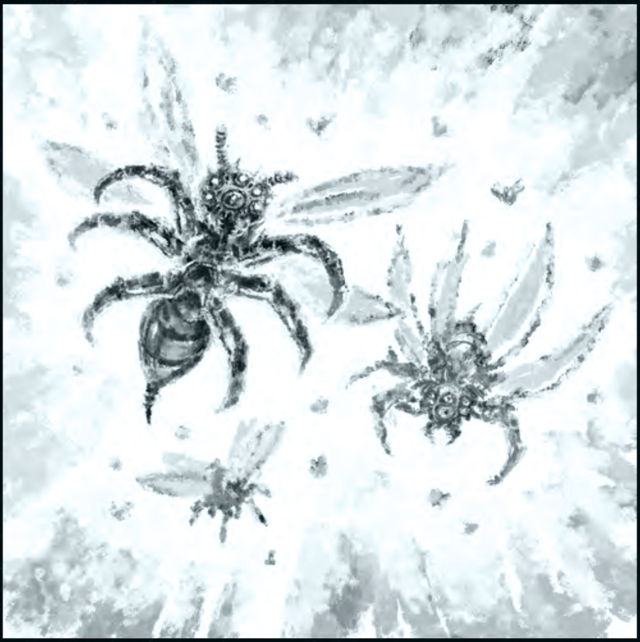
STR	DEX	CON	WIL	INT	CHA
12	14	15	14	12	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
2	20	5	5

› BRAHMARI

ROLE: *Swarm*

Aptly named after the Hindu goddess of bees and wasps, this strange Guardian resembles a swarm of tiny black bee-like insects. They always act in unison in an unnerving, unnatural display, allowing them to quickly handle opponents much larger than themselves.



EASY

STR	DEX	CON	WIL	INT	CHA
6	8	4	4	3	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	5	–	–

ATTACK SKILL ▸ +3

DAMAGE ▸ (D12)

ABILITIES ▸ [Can initiate attack 2 times/round]

STANDARD

STR	DEX	CON	WIL	INT	CHA
11	11	10	10	8	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	10	–	1

ATTACK SKILL ▸ +5

DAMAGE ▸ (D8)+5

ABILITIES ▸ [Radiation] Every round spent near a Brahmari swarm inflicts D20 rads.

▸ [Can initiate attack 2 times/round]

ELITE

STR	DEX	CON	WIL	INT	CHA
12	15	12	12	8	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	15	–	8

ATTACK SKILL ▸ +8

DAMAGE ▸ (2D12)

ABILITIES ▸ [Radiation] Every round spent near a Brahmari swarm inflicts 2D20 rads.

▸ [Can initiate attack 2 times/round]

OVERWHELMING

STR	DEX	CON	WIL	INT	CHA
12	14	15	14	12	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
2	20	–	5

ATTACK SKILL ▸ +10

DAMAGE ▸ (D10)+10

ABILITIES ▸ [Radiation] Every round spent near a Brahmari swarm inflicts 3D20 rads.

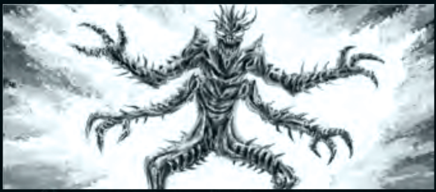
▸ [Can initiate attack 2 times/round]

KNOWN THREATS

Known Threats are enemies that can only be encountered as a result of an Activity Check (page 138). Each one poses a unique threat and must be dealt with accordingly—charging head first against a Clobber will surely result in a character's death, for example. Crews who defeat these terrible foes will gain new opportunities. For every confirmed kill of a Known Threat, the crew earns 1 commendation (pg 404) which characters can exchange for powerful, highly sought-after pieces of gear.

Known Threats are not randomly generated. Each one has a fixed stat block and a very specific set of skills and combat behaviors (as shown on their unique Combat Behavior tables). They are all considered Elite enemies. All Known Threats fight relentlessly to the death and will not flee under any circumstances. Since Known Threats always ambush the PCs, they do not have an Awareness stat.

› SPITTER



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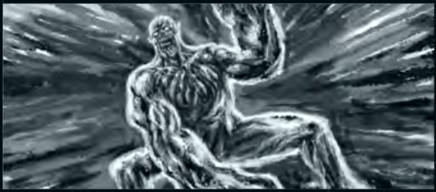
› CLOBBER



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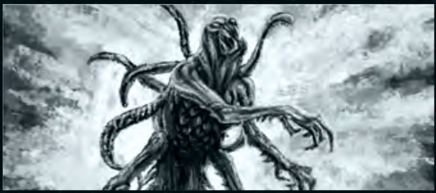
› TAKER



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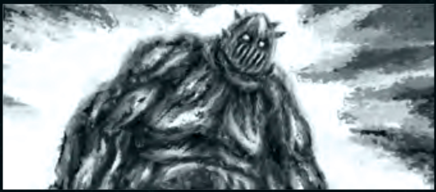
› PSYBANE



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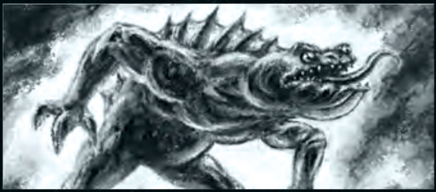
› BOMBER



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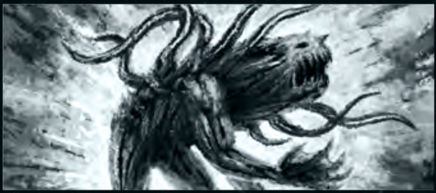
› CECAELIA



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› SPITTER

Humanoid creatures with immense speed and agility. They look slightly insectoid, with six extremities which allow them to hold onto any surface and quickly jump from point to point before attacking their prey.

Spitters are named after their ability to spit acidic projectiles with incredible accuracy. Their nimbleness and speed makes them difficult to fight without long-ranged weapons.

SPITTER

CREATURE TYPE

Aberration

STR	DEX	CON	WIL	INT	CHA
12	12	10	10	8	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
3	-	-	4

SIZE ▸ Standard human

MOVEMENT ▸ 3 hexes

ATTACK SKILL ▸ +8

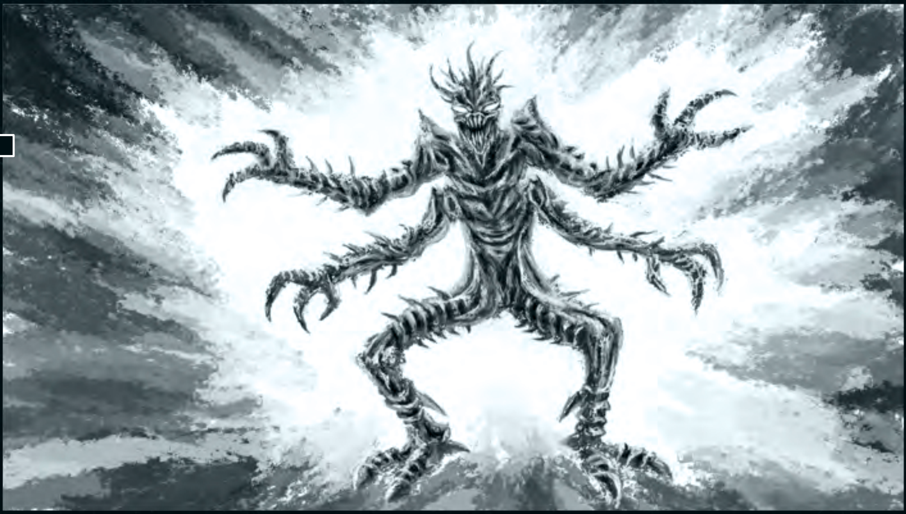
ATTACK RANGE ▸ 10

TARGET PRIORITY ▸ A Spitter randomly picks one target at the start of combat and attacks them until they're dead, then moves on to the next one.

RECOVERY REACTIONS ▸

- › [Bloodied] +2 Defense
- › [Cornered] +5 Attack Skill
- › [Overwhelmed] -2 Defense

UNIQUE BEHAVIOR ▸ Spitters always attempt to stay at least 3 hexes away from enemy combatants.



Combat Behavior (D10)

1	**UNCANNY SPEED.** With a blur of movement, the Spitter becomes impossible to target in any way until its next turn.
2	**UNNATURAL REFLEXES.** The Spitter increases its Initiative by 1.
3-6	**CORROSIVE SPIT.** The Spitter hurls a ball of acidic phlegm that deals 5D6 damage and has a 1 in 6 chance of destroying the piece of protective gear it strikes.
7	**POUNCE.** The Spitter hurls itself against a character, who must pass a DEX check or be automatically Knocked Down.
8-9	**TOXIC SPIT.** The Spitter vomits a sphere of mucus—the target must test CON or become blinded and stunned for D4 rounds.
10	**HORRIFYING HOWL.** The Spitter stops its constant movement to let out a blood-curdling howl—all characters must test Resolve or lose their next turn and gain 5 Stress.

› CLOBBER

Deformed humanoids, approximately 7' tall, which tower over most other creatures. Their extremely long arms end in two club-like appendages that they use to hit and smash any living thing within range. Their organic scab-like armor makes them extremely difficult to kill, unless one targets their only weak spot: their head.

CLOBBER

CREATURE TYPE ▾
Aberration

STR	DEX	CON	WIL	INT	CHA
18	10	16	12	4	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
3	–	6*	–

*except in the head

SIZE ▸ Larger than human

MOVEMENT ▸ 2 hexes

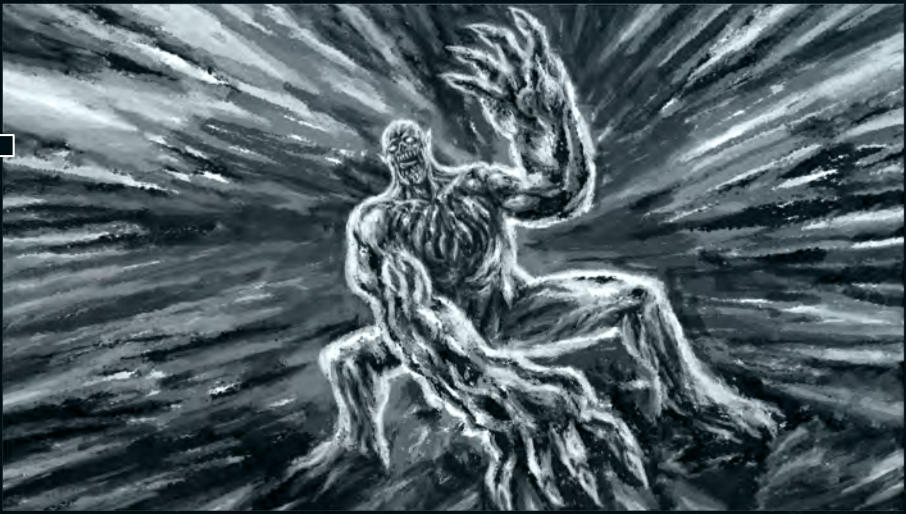
ATTACK SKILL ▸ +8

ATTACK RANGE ▸ Melee

TARGET PRIORITY ▸ A Clobber will randomly pick a target at the start of combat as their target, after which it will go after the character that dealt it the highest damage in the last round.

RECOVERY REACTIONS ▸

› [Bloodied] +2 Attack Skill
› [Cornered] +5 Attack Skill
› [Overwhelmed] -2 Attack Skill



Combat Behavior (D10)

{1-2}	**CHARGE.** The Clobber charges up to 3 hexes and attacks their target. If the attack hits, the character is automatically Knocked Down, or receives 1 Wound if already Knocked Down.
{3-4}	**KNOCKBACK.** The Clobber spins violently, forcing all adjacent combatants to pass a Hard (-10) STR check or be pushed 3 hexes away.
{5-8}	**SMASH.** The Clobber swings its massive arms down onto its target (2D12 damage on hit).
{9-10}	**CRUSH.** The Clobber attempts to grab and crush its target between its arms. The target must pass an opposed DEX check or suffer 2D20 damage.

› TAKER

While similar in appearance to Spitters (there are many theories they're related), a Taker's strategy couldn't be more different. Takers close the distance to their intended target and grab them as fast as possible, before doing one of two things: rushing out as fast as possible, never to be seen again, or gluing them to a wall with a web of sticky mucosity while it deals with other threats.

TAKER

CREATURE TYPE ▾
Aberration

STR	DEX	CON	WIL	INT	CHA
14	14	12	12	12	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
3	-	-	2

SIZE ▸ Standard human

MOVEMENT ▸ 3 hexes

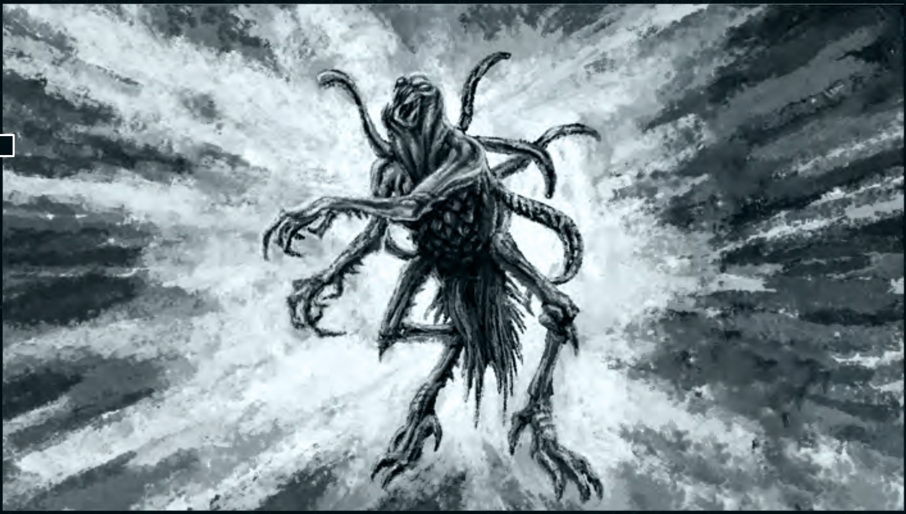
ATTACK SKILL ▸ +5

ATTACK RANGE ▸ Melee

TARGET PRIORITY ▸ The Taker randomly picks a target at the start of combat, who they attempt to drag out the Combat Grid (at which point they'll both be gone forever).

RECOVERY REACTIONS ▸

- › [Bloodied] +2 Defense
- › [Cornered] +4 Attack Skill
- › [Overwhelmed] -2 Defense



Combat Behavior (D10)

1-4	**SLASH.** The Taker attacks the closest character with its sharp claws, dealing 4D6 damage.
5-6	**UNNATURAL REFLEXES.** The Taker increases its Initiative by 1.
7	**POUNCE.** The Taker hurls itself against a character who must pass a DEX check or be Knocked Down.
8-9	**KIDNAP.** The Taker grabs its target and rushes towards the closest Combat Grid border, attempting to escape. On the victim's next turn(s), they can perform an opposed STR check to escape. If the Taker is Knocked Down, the victim escapes. After grabbing a victim, the Taker will not perform any action other than rushing toward the nearest exit.
10	**IMMOBILIZE.** The Taker spits a web of sticky mucus, completely gluing its target to the nearest surface. The victim cannot perform any action other than attempting to escape by passing a Hard (-10) DEX check. If another character has a blade, they can cut the victim out without rolling a check.

› PSYBANE

Bloated, grotesque humanoids whose faces are always covered by heavy-looking metallic helmets. They prefer to keep their distance while summoning strange phenomena upon the crew. KSA scientists are unsure what the source of their powers is, but theories range from the ESP to extremely advanced technology. Whatever powers them, they can sow chaos and destruction upon an unsuspecting crew in a matter of seconds.

PSYBANE

CREATURE TYPE ▾
Aberration

STR	DEX	CON	WIL	INT	CHA
8	8	12	18	18	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
3	-	2	-

SIZE ▸ Standard human

MOVEMENT ▸ 1 hex

ATTACK SKILL ▸ +5

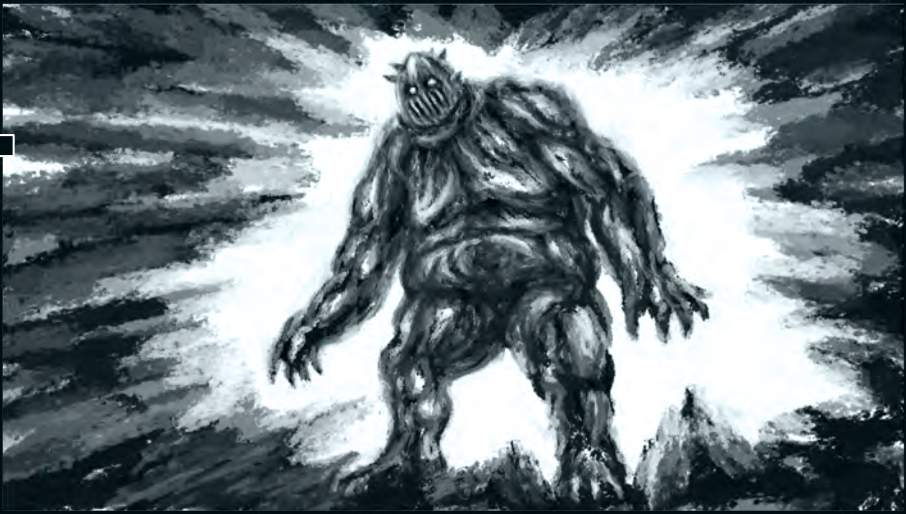
ATTACK RANGE ▸ 12

TARGET PRIORITY ▸ The Psybane will randomly pick a target at the start of each round.

RECOVERY REACTIONS ▸

- › [Bloodied] +2 Defense
- › [Cornered] +4 Attack Skill
- › [Overwhelmed] -2 Attack Skill

SPECIAL EFFECT ▸ All characters adjacent to a Psybane suffer 2 Stress/round.



Combat Behavior (D10)

1	**MEMORY WIPE.** The Psybane reaches into a random crew member's mind and pulls out a memory. The victim loses all memory of a specific event, person, place or object, chosen by the player.
2-5	**NOT WHAT THEY APPEAR.** Two random characters suddenly perceive each other as personifications of their greatest fears. They must both test WIL or spend their next action attacking the other in a fit of paranoia.
6-9	**VISCERAL HORROR.** The target suffers terrible visions, violent enough to cause them chest pain like their heart is threatening to burst. The target suffers D20 damage.
10	**TERRIFYING MANIFESTATION.** The target is assaulted by terrible visions that will haunt them for the rest of their lives. Automatically gain 1 Trauma.

› BOMBER

Jut like it sounds: Bombers bomb the crew with semi-organic projectiles that they spit from their large mouth. The creatures resemble an oversized toad with a long neck and spring-like legs that help them maintain their distance so they can continue their barrages from safety.

BOMBER

CREATURE TYPE ▾

Aberration

STR	DEX	CON	WIL	INT	CHA
13	16	13	12	10	0

WOUNDS ▸	AWARENESS ▸	ARMOR ▸	DEFENSE ▸
3	-	-	4

SIZE ▸ Slightly smaller than a human

MOVEMENT ▸ 3 hexes

ATTACK SKILL ▸ +8

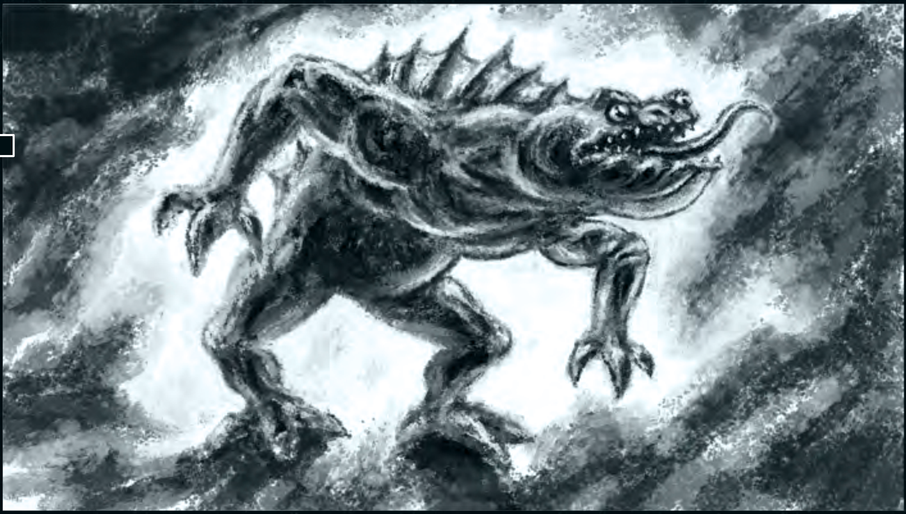
ATTACK RANGE ▸ 10

TARGET PRIORITY ▸ Bombers always target the largest number of characters possible. If it can only hit a single character, it chooses one at random.

RECOVERY REACTIONS ▸

- › [Bloodied] +2 Defense
- › [Cornered] +5 Attack Skill
- › [Overwhelmed] -2 Defense

UNIQUE BEHAVIOR ▸ Bombers always attempt to stay at least 3 hexes away from enemy combatants.



Combat Behavior (D10)

{1-4}	**EXPLOSIVE ATTACK.** The Bomber regurgitates a large ball of mucus that explodes on impact. This is an Explosive (2) attack that deals 6D4 damage.
{5-7}	**GLUE BOMB.** A ball of red filaments is violently ejected from the Bomber's mouth, immobilizing anyone it hits. This is an Explosive (2) attack that immobilizes all targets, forcing them to spend their next turn cutting themselves out.
{8-10}	**CORROSIVE BLAST.** The Bomber belches out a stream of stomach acids, burning anything in front of it. This is a Row (5) attack that deals 4D10 damage.

> CECAELIA

Named after the octopus-like creatures from Native American myths, the Cecaelia is a humanoid creature with long, fanged tentacles sprouting from its upper torso. They are ferocious, relentless and eerily silent. Their deep red color makes them easy to spot, but that's not much help due to the creature's tendency to recklessly attack on sight.

CECAELIA

CREATURE TYPE
Aberration

STR	DEX	CON	WIL	INT	CHA
18	14	12	10	6	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
3	-	-	5

SIZE ▸ Standard human

MOVEMENT ▸ 2 hexes

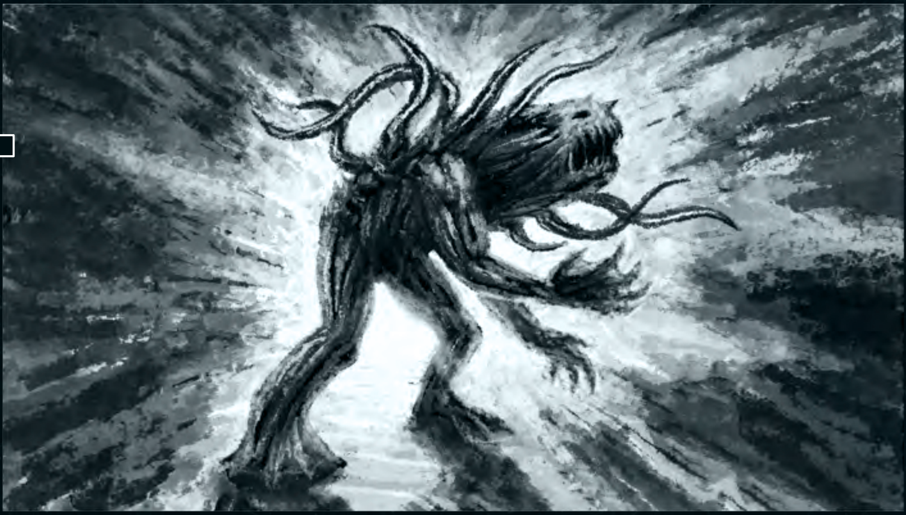
ATTACK SKILL ▸ +5

ATTACK RANGE ▸ Melee

TARGET PRIORITY ▸ A Cecaelia randomly picks a target at the start of combat and focuses on it.

RECOVERY REACTIONS ▸

- [Bloodied] +2 Defense
- [Cornered] +4 Attack Skill
- [Overwhelmed] -5 Defense



Combat Behavior (D10)

1-3	**GRAPPLE.** The Cecaelia attacks, dealing 3D4 damage and ensnaring the target on hit. Snared characters are automatically hit by attacks and cannot act until they pass a STR check on their turn to escape.
4-6	**CONSTRICT.** The Cecaelia attacks, ensnaring the target on hit (see above), but keeps squeezing every round, causing its victim 2D10 damage, which is increased by +1D10 each round.
7-9	**TENTACLE WHIP.** The Cecaelia attacks, causing its target to be immediately Knocked Down on a hit.
10	**SWALLOW.** Spreading its mouth wider than physically possible, the Cecaelia attempts to swallow its victim whole. It attacks and if it succeeds, its target suffers 1 Wound and must perform a STR check to successfully release themself. Failure causes 1 Wound per round.

VIMANIC TECH

Named after the Hindu Vimanas (ancient technological wonders described in India's national epic the *Mahabharata*), Vimanic tech is the result of the KSA's most advanced studies of Àrsaidh technology. Vimanic tech is only available to those who repeatedly prove themselves valuable to the KSA. For each Known Threat confirmed kill, a Deep Diver will earn one commendation, which characters can exchange for unique gear. This is the only way Vimanic gear can be obtained, making it very sought-after. For a complete list of Vimanic tech, consult page 404.

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ENEMY MORALE

Although Àrsaidh Guardians are immune to fear and will fight to the death, most other creatures may become demoralized and change their behavior during combat. When a living creature faces one of the following situations, they must pass a WILL check to test their morale or roll on the appropriate Demoralized Reaction table. Some creatures, including those without any WIL, are immune to the effects of morale.

- In a group situation, when their first ally is killed.
- When fighting against an impossible foe.
- When Knocked Down (-2 to the morale roll). They will act out the roll's result once (if) they recover.
- After failing a Recovery Check (-3 to the morale roll). They will act out the roll's result once (if) they recover.

When an opponent flees, any character engaged with it in melee can perform a free attack of opportunity. If the combatant is simply attempting to pull back, they must pass a DEX check or remain in combat, having lost their turn attempting to pull back.

Demoralized Reaction – Aberration / Local Fauna / Synthetics (D6)

1) Panics, immediately attempts to flee
2) Snarls and growls, but ceases to attack for D4 rounds
3) Confused by fear, it attacks the nearest target, friend or foe
4) Attempts to pull back to assess the situation
5) Confused, it attacks a downed opponent or freezes if none are downed
6) Ignores everything for a round

Demoralized Reaction – Humanoid (D6)

1) Panics, immediately attempts to flee
2) Ceases to attack for D4 rounds while it cowers in fear
3) Confused by fear, it attacks the nearest target, friend or foe
4) Attempts to pull back to assess the situation
5) Freezes in confusion, losing its turn
6) Blindly attacks the nearest opponent at -5 to its combat skill

Although standard readings and surface scans didn't find anything unusual, as soon as the first prospector ship arrived at what later would be known as Karum, it became evident this was no regular asteroid.

CHAPTER SEVEN

7: karum station

EARTH IN THE 22ND CENTURY

As predicted by 20th century scientists, the rising water levels caused by climate change changed the planet's geopolitical landscape to a degree few had anticipated mere decades before. War, famine and disease ravaged every single region of the world, causing civil unrest and displacing millions of people.

Looking to the stars, the richest men on Earth promised a better world, one of equality, peace and prosperity. And they were right: Space exploration, and the few corporate settlements on the moon and Mars, brought prosperity, but only to the financial elite—those already rich enough to fund their view of a privately owned Solar System.

While Earth became a giant plastic dumpster of dwindling wilderness and ravaged civilization on the new shorelines of dead seas, the ever-hungry corporations were still in need of new raw materials. The Interplanetary Resource Management Agency, a 21st century asteroid mining commission hastily formed by the world's most powerful countries, started assigning exploitation rights to the highest bidder, creating a new gold rush for those corporations wealthy enough to participate.

None of this would have been possible without the invention of the EM drive. This revolutionary engine allowed spacecraft to make the trip to Mars in just ten days (and to the material-rich asteroid belt in just over a month). Still, little changed for the vast majority of humans, still trapped on a burning ball of mud, surrounded by violence and toxic fumes. Humanity was doomed, it was just a matter of time. That is, until the discovery of Karum.

> KARUM

In the year 2078, Drake Industries, a relatively unknown player in the booming asteroid mining industry, bought the full exploitation rights for (126955) 2083 RQ45. The nondescript asteroid was located in the main asteroid belt between Mars and Jupiter. Although standard readings and surface scans didn't find anything unusual, as soon as the first prospector ship arrived at what later would be known as Karum, it became evident this was no regular asteroid. Company files from the time show the initial shock at what they had found: a hollowed-out asteroid full of alien spaceships. There was no other way to put it, and despite all their efforts, word got out, fast. A huge commotion among the planetary leaders shook the system, and a legal battle ensued. Every corporation wanted a piece of the asteroid's limitless riches, but after a year of litigation the verdict was clear: Drake Industries had bought the asteroid, plain and simple. All its contents were theirs, and nobody could do anything about it.

> DRAKE INDUSTRIES

Founded in 2063 by Jonathan Fraser, the CEO and mastermind behind the company's success, Drake Industries started off as a relatively simple asteroid mining enterprise. A minor player, especially compared to giants like Astro Ore or Tomorrow Skies, the company struggled to get contracts and its future was never certain.

After the discovery of Karum though, things quickly changed. Seeing the potential behind such a discovery, Fraser diverted all of the company's resources into hiring experts to analyze what, exactly, they had found there (and more importantly, how to monetize it).

Decades later, Drake Industries has expanded into all imaginable fields, from food and weapons, to banking and health insurance. It's the most powerful corporation in the solar system. An aging (and according to some insiders, heavily augmented) Jonathan Fraser still leads the company, his exploitation and opportunism having ensured his de facto control over the future of the human race.

› KARUM STATION

In the year 2093, Karum Station opened its doors. It was an ambitious plan born of desperation and the threat of bankruptcy, after years of research with little to show. The corporation called for explorers—everyday people who wanted to partner with Drake Industries (specifically its new subsidiary Karum Station Enterprises, Inc.) and board one of the hundreds of alien spaceships—in hope they would reach alien facilities and bring back valuable technology and resources. According to insider documents, this outlandish idea came after the team sent several autonomous drones with a number of ships. Most never made it back, but those that did brought reports of incredible sights.

The company briefly considered hiring and training professional crews, but the idea of liability and financially compensating the families of “lost” crew members was enough to make Jonathan Fraser reconsider. By hiring volunteers and making them sign all types of forms and agreements, Drake Industries would be cleared of legal and financial responsibility. This, along with glamourising their braveness with one of the most successful PR campaigns in human history, the business model was settled. Focusing on the many so-called Deep Divers who returned to fame and wealth (while quietly ignoring the thousands that never did) only made the perspective even more appealing, especially to the billions of people stuck on a dying Earth who now saw Karum Station as a golden ticket out of their miserable lives.

THE ÀRSAIDH

But who was behind it all? Who were the mysterious Àrsaidh? Unfortunately, not much is known—even the species’ name for itself is unknown to us. The word “Àrsaidh” (“Ancient” in Scottish Gaelic) was intended to be a temporary term, chosen only because of Jonathan Fraser’s Scottish ancestry. Now, decades after the discovery of their existence and thousands of research papers later, only a few things about them are clear:

- They were quite tall and mostly humanoid, based on their architecture and spaceship construction.

- Their language combines mathematics and something scientists call “emotion fields,” and is so closely tied to Àrsaidh physiognomy that there is little to no hope of ever translating it (unless an Àrsaidh body is somehow recovered).
- Their technology interfaced directly with their minds. This causes certain “unpleasantness” in humans, and many Divers have been reported hearing voices and seeing flashing images as Àrsaidh technology attempts to interface with their minds. The KSA has managed to hack some of their technology though, culminating in the ability to start their ships and the creation of devices such as the LKPK.
- Their culture must have been highly utilitarian, as all their architecture and technology lacks decoration or what we would call artistic value.
- The peak of their culture’s dominion was approximately 1,200,000 years ago, and the whole species disappeared without a trace 700,000 years ago. This worries some scientists, with the most vocal among them claiming we are digging our own graves by looking into things that should be left alone.
- It is unclear why the Àrsaidh established a transit station in Karum instead of on Earth, which would have been both much more interesting to them and easier to settle, at least based on the planets their ship databases have taken us to so far. Of course, those who support Earth’s “ancient astronaut” theories have lots to say about it, but there is no evidence the Àrsaidh ever visited Earth.

› HUMAN TECHNOLOGY

Although Àrsaidh technology could revolutionize billions of lives, technology takes a long time to trickle down. The discovery of the incredible “A-Metal” alloy quickly became a game-changer to the privileged few with access to it. Self-repairing devices, levitating vehicles and other revolutionary technologies all stem from this wondrous material. Unfortunately, it is vanishingly rare despite all Àrsaidh technology and buildings being made of A-Metal, because it is impossible to “harvest” once given shape. This makes the inert A-Metal cubes randomly found in Àrsaidh facilities the most precious resource in the galaxy.

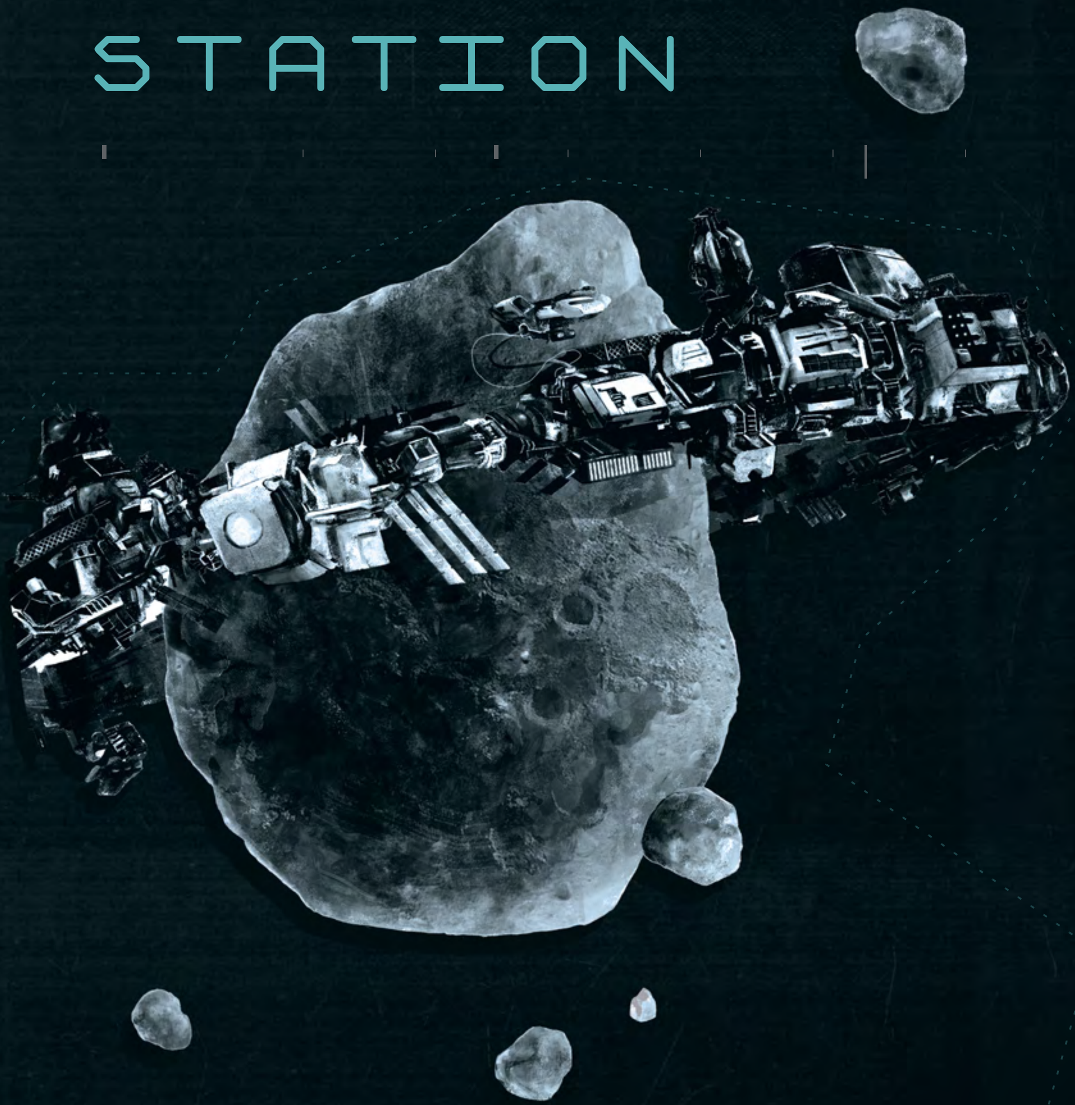
Advanced robotics, biomechanical augmentations and all forms of autonomous drones are common. True AI remains elusive, but it’s close enough that it’s indistinguishable from the real deal. This made millions of jobs obsolete which, combined with the repeated failure of the globe’s many Universal Basic Income programs, most of the planet’s population was left in abject poverty. Although some corporations offer free transport to the mining colonies on Earth’s moon and Mars, the work conditions are described as modern serfdom by most of the few hundreds of thousands who have accepted.

..

self-repairing
devices,
levitating
vehicles and other
revolutionary
technologies all
stem from this
wondrous material

...

AN OVERVIEW OF KARUM STATION



“Welcome to Murgo, younglings. You’ve come here in search of quick riches and fame! By the end of the month two thirds of you will be dead or lost. That’s the harsh reality of this place, and if you think you can stomach it, guess again. We don’t have the highest suicide rates in the known universe for nothing! But this station, this tiny rock here floating around our sun? It’s home. The first time you come back from some new kind of hell, half starved and out of your mind, you’ll understand. Oh yes, you’ll learn to love the smell of recycled air, the Asteroid’s terrible beer and even the nosy tourists. This is home, and there’s nothing like it.”

– Local legend Chodrak Basnet, giving his typical welcome speech at the Red Asteroid

Following the Àrsaidh’s well-known practicality, Karum Station’s original form was no more than a few access tunnels leading to a large multi-level hangar, where the ships had been quietly stored for thousands of years. This quickly changed when Drake Industries took over. By using the same resources that brought Drake Industries there in the first place, they rapidly expanded both the interior and the exterior. A large habitat was built around the asteroid to house both the “limited partners” (later known as “Deep Divers”), the station’s crew and any visiting tourists.

> LIFE AT THE STATION

The first thing that usually shocks tourists and new recruits is Karum Station's vibrance. There is always some kind of party going on, someone laughing, crying or singing, always someone whispering stories and rumors. It is a surprisingly hedonistic place bustling with activity, like the city of Valencia during the 16th century when it was one of the world's busiest ports. The station's people have a myriad of backgrounds and stories, but every Deep Diver knows their next mission could be their last, so most try to live life to its fullest when off-mission.

Time is divided into 24-hour days or "cycles" and seven-day weeks, following Earth's standard western calendar. The KSA allows all kinds of religious festivities, so it's normal to see small ethnic groups of Divers quietly celebrating their traditions. Nothing brings people together like the humbling prospect of an early death, so overall the station is a welcoming and tolerant place.

FUNERARY TRADITIONS

A NOTE:▼

There are no official ceremonies for when a crew or crew-member doesn't return from a mission. The closest relatives are informed, the Diver's personal items delivered (for a fee) and their quarters readied for the next Diver. The Deep Diver community isn't big on speeches or shows of any kind either, aside from those who knew the lost paying for drinks at the Red Asteroid, but those who really mourn will blindfold themselves for a whole cycle. It's said this comes from the Filipino practice of blindfolding the dead, but since there is rarely a corpse when a Deep Diver dies, it seems the original tradition changed for practical reasons.

SECURITY

Aside from the station's scientific and maintenance crews, the KSA has a permanent security detachment on duty 24/7. These are elite troops from Drake Industries' private army charged with protecting the company's most valuable asset: the asteroid. Thirty security officers are on active duty at all times—sixty in times of emergency—all equipped with the best tech available to stop any sort of situation before it becomes an actual problem.

KSA SECURITY OFFICER

TYPE ▸ *Human*

STR	DEX	CON	WIL	INT	CHA
12	8	12	12	8	10

WOUNDS ▸ 3 AWARENESS ▸ – ARMOR ▸ – DEFENSE ▸ –

SKILLS ▸ Close Combat [10], Ranged Combat [12], Perception [8], Medical Aid [8], Resolve [10], Stealth [6], Survival [10]

GEAR ▸ Stun Baton, KSA Service Pistol, Viper 12G, KSA Personal Body Armor, DrakeSkin (with modules depending on the situation)

For safety reasons, Deep Divers are not allowed to carry their mission gear within the station. All gear is collected upon their return and kept in private secure lockers.

› DOWNTIME ACTIVITIES

In addition to visiting the many local watering holes and virtual entertainment centers to mingle with other Divers or tourists, a character may roll on the Carousing table once per cycle.

Carousing (D66)

11) Whoever's fault it was, a heated conversation with a stranger turned into a full-blown fight. Perform a CON check or get badly beaten up and robbed of D20 DC.

12) You make a fool out of yourself. People will mock you from now on when you visit the same locale.

13) You intervened and stopped an ugly situation before it started. You got free drinks for the rest of the night.

14) You did way too many drugs last night. Your CON is reduced by 1 for the next week.

15) The details are blurry, but someone gifted you a traditional Chinese gong.

16) You met a person who insisted on giving you a lecture on the EM drive's inner workings. +1 Technology.

21) You just discovered you're terribly allergic to something new. What was it?

22) You won a long, intense game of poker. +50 DC.

23) You wake up in a stranger's bed, alone. There's nobody else in these private quarters.

24) You played a few games. Lost them all. -D20 DC.

25) You accidentally caused a small fire. Fortunately, the KSA doesn't seem to be aware it was you.

26) You got a tattoo. It's okay.

31) You wake up in your bed, somehow 2D20 DC poorer.

32) You helped someone. Now they owe you one.

33) You had a minor misunderstanding with a KSA agent. Perform a CHA check or pay a 50 DC fine.

34) You joined a funeral celebration. Another crew who didn't make it back.

35) You made a stupid promise to someone in public, which you can't take back.

36) You dramatically changed something about your appearance.

41) You felt terrible and spent the night having visions about supernovas, planets being destroyed and choruses of desperate screams.

42) You spent hours discussing the meaning of life with a total stranger. It made you feel motivated, despite it all. +1 Resolve.

43) You partook in a series of religious ceremonies—some bizarre practices that a few folks have started developing on Karum Station. You're unsure what to think.

44) You wake up in the Garden (pg 343), sleepily rolling over flowers that probably cost thousands of DC. You better get out of here fast.

45) You wake up with a small item in your pocket. Roll a D6: [1-2] ring, [3-4] necklace, [5-6] earring.

WHO DOES THIS BELONG TO?

46) You fall in love.

51) Someone helped you out big time. You owe them a favor.

52) You wake up with a massive hangover. -2 to all Skill checks for the next 2 cycles.

53) You spend the night listening to the terrible, wondrous tales of a famous Diver. They have several missions to their name, but never managed to get a big break.

54) You spend a fantastic night in the District (pg 345). Lose 20 Stress and 30 DC.

55) You had a great time casually playing cards with some friends. +1 Luck.

56) You spend a few hours training at the gym. Next time you enter combat, you have +3 Stamina in your first turn.

61) You've been hypnotized. Each time someone says the word "tentacle" you laugh maniacally.

62) You wake up with an extra D20 DC in your account. A subconscious discomfort says you shouldn't investigate where they came from.

63) You wake up completely naked inside a public bathroom.

64) You spent half of all your savings in the party to end all parties. People you don't know greet you on the streets for weeks.

65) You ate something bad. -1 CON for the next day.

66) You somehow gained access to one of the spaceship research centers. There's a blank space in your memory, but you are haunted by visions of rendered flesh and pumping blood. You gain 10 Stress.

Characters can also pursue more concrete goals and activities. Only one of these options can be chosen between missions, but they all present excellent opportunities for roleplay.

BONDING. Two characters (in any combination of PCs or NPCs) spend a few hours together talking and watching a film, reminiscing or planning their next mission. Both characters can grant each other Advantage on their next mission together, provided they are near each other.

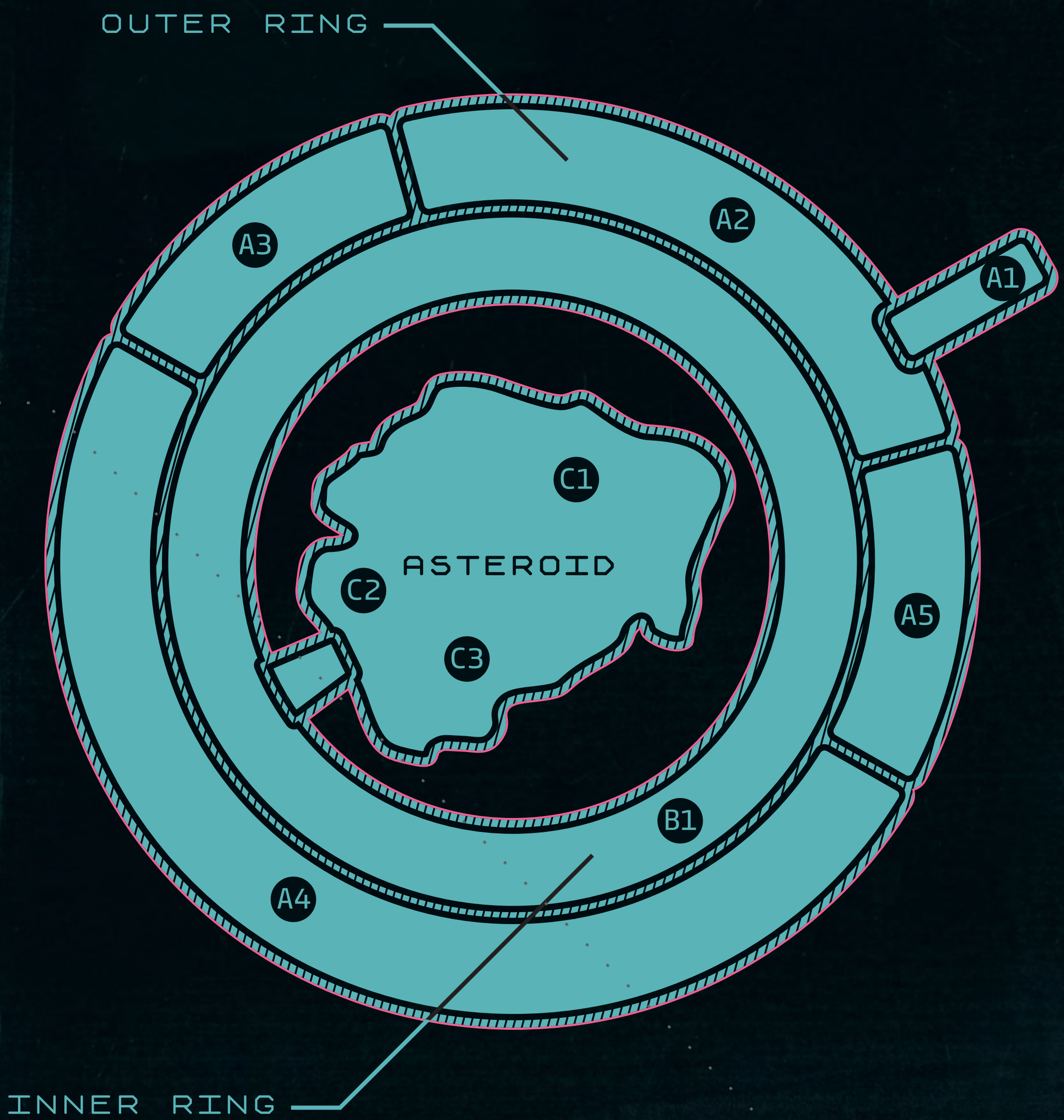
TRAINING OR STUDYING. To increase their chances of success in their next mission, Divers can spend a few hours researching at the library, practicing at the shooting range or giving it their all at the gym.

- **STUDYING:** Pick a skill and roll a D20. If the result is higher than the skill's score, roll all related tests with Advantage on your next mission. If the result is lower, roll all related tests with Disadvantage.
- **TRAINING:** Perform a standard STR check. If you succeed, you have +1 Stamina during the next mission. If you fail, you suffer -1 Stamina on the next mission.

INTENSE VIRTUAL LEARNING. Cutting-edge neurotechnology allows the KSA to reutilize a person's latent skills and learned behaviors, channeling them into a different area of interest. For the low price of 3,000 DC, a character can select one of their current Talents and swap it for a different random Talent.

SECURE RESOURCES. With a combination of intimidation, seduction and simple friendliness, a character can attempt to convince a KSA staff member to give them an edge on their next mission. Perform a Manipulation check. If you succeed, pick up to 200 DC in extra, free supplies for your next mission. If you fail, you anger your contact and possibly their superior and are charged a 200 DC fee. If you can't pay it, 400 DC will be deducted from your next mission payment.

>KARUM STATION DIRECTORY


OUTER RING
A3
A2
A1
C1
ASTEROID
C2
C3
A5
B1
A4
INNER RING

/OUTER RING

A1 The Docks
A2 Karum Hotel
A3 Àrsaidh Museum
A4 The District
A5 The Gardens

/INNER RING

B1 Personal Quarters

/THE ASTEROID

C1 The Hangars
C2 Mission Control
C3 Medical Center

THE STATION’S LAYOUT

Karum Station is divided into three distinct, separated areas:

- **THE OUTER RING:** Open to visitors and non-visitors alike. It features the Garden, the Museum and the popular Red District.
- **THE INNER RING:** Divers and station crew have their private quarters here.
- **THE ASTEROID:** The original Àrsaidh structure. Alongside the station’s state-of-the-art medical center, miles of tunnels connect to a large, multi-level hangar and a Human Mission Control center.

Gravity is kept at a comfortable 0.9 g on the outer ring thanks to the station's spin, although it’s reduced to 0.5 g on the inner ring. Inside the asteroid, the gravity goes up to the standard 1.5 g found in most Àrsaidh facilities.

The Outer and Inner Rings have a combined capacity of 2,000 people, with added life support systems allowing another 200 to be within the asteroid as well.

› THE OUTER RING

/THE DOCKS

```
model53@karum:~$ echo "$(<greeting.txt)"
---
Welcome to Karum Station! We hope you had a
pleasant trip. If you're a tourist, simply follow
the indicators being sent to your devices right
now. If you're interested in becoming a limited
partner and exploring the galaxy aboard an Àrsaidh
craft, please head to the Recruitment Instructor
standing near platform 3B. Have a wonderful time!
~ Greeter model 53
---
```

Situated near the Gardens and Karum Hotel, the Docks are always a busy place. Tourists come and go, guides try to gather their clients and new recruits come to terms with the idea that there's no way back.

The Docks only have enough docking space for two shuttles at a time, and only one shuttle arrives and leaves each week. A third, emergency shuttle is always ready to handle evacuations, and it's regularly maintained by the station's crew.

/ÀRSAIDH MUSEUM

```
model53@karum:~$ echo "$(<museum.txt)"
---
“Come and gaze upon the rarest artifacts in the
universe! Our collection includes dozens of
Àrsaidh technological pieces that puzzle Earth’s
scientists to this day. These fantastic objects
are older than humanity. Can you guess what their
original purpose was? Special discounts for
groups and children!”
~ Àrsaidh Museum brochure
---
```

The Àrsaidh Museum houses the largest collection of Àrsaidh relics and technology open to the general public. It is often visited by Xenoarchaeology students and professors, but anyone visiting Karum Station stops by sooner or later. Among the many photographs and videos of actual Àrsaidh facilities, there are a few genuine artifacts such as the Àrsaidh Gold Spear, the Frying Pan and the Singing Bowl. As usual, nobody’s certain of their actual purpose, but their similarities to human objects resulted in their current names.

The museum also catalogs all the visited planets, detailing their characteristics and most likely reason for the Àrsaidh’s interest in them.

/THE GARDENS

```
model53@karum:~$ echo "$(<gardens.txt)"
---
Ever wanted to sit by an orange tree under a sky
full of asteroids and stars? Then you're in the
right place! There's a small heavenly paradise
right here in Karum Station, with some of the
oldest trees outside of Earth, shipped directly
from Germany's Black Forest. They offer comfort
and relief to the hard-working KSA staff. Can
you spot the timid family of squirrels that live
in Old Tom, the large oak at the park's center?
~ A Visitor's Guide to Karum Station
---
```

A small haven of green in a place dominated by gray, the Gardens are Karum Station's version of paradise. Its five thousand square feet are packed with as much plant life as possible. From fruit trees to grasses, and anything in between, it is one of the Divers' preferred resting spot. Tourists do of course stroll across the Gardens' single, circular path, but they rarely appreciate the place's psychological importance.

/KARUM HOTEL

```
model53@karum:~$ echo "$(<hotel.txt)"
---
The first & only hotel in the Outer Asteroid
Belt. Karum Hotel is refined and artistic, with
modern styles mixed with touches of culture and
heritage. It offers guests the natural warmth
of Arabic hospitality and comfort during their
stay amidst the station's architectural and
scientific wonders.
~ A Visitor's Guide to Karum Station
---
```

Karum Hotel is near the Docks and only a short walk from the Gardens. Its 500 rooms offer the best accommodations a space-station can have, with typical hotel amenities and the famous Michelin-star restaurant Gravity. Many tourists come to Karum Station for the mere chance of trying the restaurant's most famous dish, an “asteroid trout souffle on a bed of stardust.”

/THE DISTRICT

```
model53@karum:~$ echo "$(<district.txt)"
---
You made it honey, you’re in the District. All
your life led you to this moment, to this place.
All your pain and misery disappeared the second
you crossed its threshold. You felt it, didn’t
you? Yes, you did. We will take care of you,
feed your body and soul with all the love you’ve
been refused in your life. You deserve us, you
know it! Now come baby, let’s have some fun.
~ The Receptionist, The Velvet Wish
---
```

The District, or the Red Light District as it’s officially known, is a large series of brothels and locales modeled after St. Petersburg's Purple Way, the most liberal and decadent mile on Earth. The District comprises the station’s largest public area, with half a dozen restaurants and bars, as well as several brothels, gambling houses and virtual entertainment centers. Among all the District’s many different spots, one holds a special place in all Divers’ hearts: The Red Asteroid. This is the only spot in the whole Outer Ring that is reserved exclusively for Divers and station staff. It is their haven. Here, they share stories, mourn their dead and get drunk enough to sign up for a new mission.

What Happened Last Night at the Red Asteroid? (D20)

1) A bunch of Divers came in, bragging about their last expedition, and spent a real fortune.
2) A couple of ex-monks sang church songs the whole night. It was surprisingly good.
3) An agitated tourist stormed in looking for someone. They were immediately kicked out.
4) A drunk Diver started preaching about the sins of humanity and how they should be punished.
5) A gambling table somehow accumulated 30,000 DC in stakes. The whole place was watching.
6) A fight broke out.
7) Somehow, the place ran out of whiskey.
8) A generous Diver bought drinks for everyone, the whole night.
9) Someone was killed. No one’s sure what happened.
10) The staff got sick, all at once. Or so they say.
11) Two Divers got in a screaming match over what the Àrsaidh really looked like.
12) A new Diver who wanted to make some friends drew caricatures for anyone who asked. He was good.
13) KSA security came looking for someone.
14) Two Divers got into a fight over who had seen the worst things while on an expedition. One of them is still at the medical center.
15) Someone lit a fire and the whole place had to be evacuated.
16) A Diver desperately tried to recruit others for an expedition to the last planet they visited. They swore there were rivers of molten gold.
17) The place was unusually gloomy. The mood was dark and everyone spoke in whispers.
18) A drunk Diver showed off their new augmentations by lifting people above their head.
19) A new guy was trying to sell his services as a hypnotist.
20) An impromptu stand up show brought everyone to tears.

Colorful Locals (D20)

1) A group of tourists constantly recording everything they see.
2) A drunken off-duty security officer.
3) A Diver, quietly staring into the void.
4) A tourist dressed like an 1890s English explorer.
5) A sex worker having a drink.
6) A group of Divers guiding a blindfolded member of their crew.
7) A guide escorting a group of tourists.
8) A Diver crew getting mentally ready to embark on their next mission.
9) A couple of technicians talking shop.
10) A somewhat famous Diver being hounded by tourists.
11) A reporter trying to get some interesting stories from a Diver.
12) Three figures dressed in white robes, silently passing by.
13) A couple of on-duty security officers.
14) A seemingly desperate Diver asking for a loan to pay this week's fees.
15) A couple of security officers dragging a Diver while they kick and scream.
16) A small crowd watching a couple of Divers sing and perform acrobatic feats.
17) A maintenance crew trying to get inside a maintenance vent.
18) A Diver and a tourist beating the crap out of each other.
19) A tourist carrying an obnoxiously loud speaker that's blasting the latest hits.
20) Some sort of preacher spouting nonsense about the Àrsaidh.

Corporate News & Rumors

**Roll Once Per Column*

D20	CORPORATION	RUMOR/NEWS
{ 1 }	EcoGen Labs (pharmaceuticals)	Political scandal
{ 2 }	Morton Unlimited (agricultural business)	Being bought out by a competitor
{ 3 }	MalCo-Horizon Systems (weapons manufacturer)	Massive lay-offs
{ 4 }	Calibrated Applications (weapons manufacturer)	Child labor accusations
{ 5 }	Dawn Holdings (banking)	Buying out a rival
{ 6 }	Frontiers Communications (telecom)	Corruption
{ 7 }	RTD Multinational (telecom)	Silencing the media
{ 8 }	McGregor-Chen Advanced (biotech)	Mass hirings
{ 9 }	Drake Industries (all sectors)	Stock price plummeting
{10}	Omega Logistics (all sectors)	Fired CEO

D20	CORPORATION	RUMOR/NEWS
{11}	Blue Comet Media (media)	Workers striking
{12}	Iron Fist Services (security)	Preparing for large expansion
{13}	Atlantic Industrial Inc. (food & water)	On trial
{14}	One World Network (media)	Murdered CEO
{15}	Underwood Technologies (energy)	Use of forced labor
{16}	Ladder Inc. (software)	Upcoming product/service announcement
{17}	Carthen Consolidated (cybernetics)	At war with another corporation
{18}	Crown Biological (medical)	Targeted by terrorists
{19}	Terracore Defense (security)	In conflict with the UN
{20}	Evolve Group (weapons manufacturer)	Linked to civilian deaths

› THE INNER RING

/PERSONAL QUARTERS

```
model53@karum:~$ echo "$(<quarters.txt)"
---
This shower will deliver two 40-second sprays,
with an interval of 2 minutes in between. You
are entitled to 1 use in each 3-cycle period.
Additional uses will be charged against your
credit balance at a rate of 5 DC per shower.
---
```

Each Deep Diver has access to private accommodations on the Inner Ring. These are not free, of course, but they come in different levels of luxury. If a character is unable to pay, they are given the chance to immediately re-embark on a mission (the money they owe is discounted upon their return). If they cannot re-embark due to injuries or other reasons, they are sent back to Earth aboard the next shuttle. Payment is due weekly. It covers accommodations, food, drink and all other necessities. Furthermore, expenses cover the cost of maintaining, storing and repairing your gear, so it's ready for your next mission whenever you need it.

BASIC: *(20 DC/week)* Basic amenities—one room shared with four other divers, rehydrated nutripaste six days a week and solid food on sundays. Two hours per week of gym and library access. The stories of basic-level Divers being murdered in their sleep by crazed roommates are just rumors. The Basic tier has no medical insurance policy.

STANDARD: (50 DC/week) A personal room and unrestricted access to the library, gym and virtual shooting range. The food is a combination of nutripaste and actual meals. Most Divers try to maintain this level of lifestyle. The Standard tier includes a level 3 medical insurance policy.

GOLD: (100 DC/week) An exclusive private apartment which only the station's highest ranking officers and personnel can afford. It includes a sleeping room, a small living room and even your own private bathroom, and room service in the form of the station servitors. They are programmed to ignore everyone's requests, unless you are in their database. They will do any reasonable thing you might ask for. Gold members can mingle with the station's elite and also have priority for purchasing rare gear (see Gear Availability, page 365). The Gold tier includes a level 2 medical insurance policy.

> THE ASTEROID

/THE HANGARS

```
model53@karum:~$ echo "$(<hangars.txt)"
---
Each ship's interstellar travel mechanism is
suspected to be contained in the star-shaped box
located under the central keel of the 3-man and
5-man ships, and in the sanitary facilities of
the 1-man ships. Every access attempt has resulted
in an approximately 1 kiloton explosion. As a
limited partner, if you have any information or
suggestions that might help our research team
in this regard, contact a KSA partner immediately.
Under no circumstances should you tamper with
these star-shaped boxes. Tampering or even docking
a ship whose box has been tampered with will
result in the forfeiture of all rights and
immediate expulsion from Karum Station. Course-
directing equipment also poses a potential hazard—
under no circumstances should you attempt to
change any settings after you have started your
flight. No ship which was altered in this way
has ever returned.
~ Safety Rules for Àrsaidh Spacecraft
---
```

A network of tunnels lead to the real heart of Karum Station and the sole reason for its existence. “The Hangars” is a five-level section that contains hundreds of Àrsaidh spacecraft. After years of activity, dozens of ships have been lost due to failed missions or experimentation, but many more remain thanks to the fact that no Àrsaidh technology has ever failed on its own, unless it's been tampered with.

The hangars themselves are of little interest—standard A-Metal structures and tunnels of raw asteroid rock. Years of analysis and conjecture claim the tunnels were carved with heat-based technology that vaporized rock. The real interest lies in the ships:

- Each ship has hundreds of pre-programmed destinations. It is extremely rare for two ships to end up in the same place, but it has happened. Deep Divers are a superstitious bunch, so crews fight for the very few "lucky" ships that have only taken their crews to "safe" destinations.
- All ships generate a 1.5 g gravity field.
- All ships are outfitted for basic human habitation, with a rudimentary toilet and sleeping bags. They also have a cargo and supply area, and an array of sensors that take external readings (limited as they are by the spaceship's technology).
- KSA engineers can start a ship, select a destination and enable external visual feedback by making any external wall appear transparent. This does not work during warp travel.
- Ships have some form of warp technology, but they sometimes drop from warpspace into regular space (nicknamed "recalibration stops"). Engineering's best guess is that the ships need to reorientate and reposition to find their destination.

/MISSION CONTROL & RESEARCH LABS

```
model53@karum:~$ echo "$(<labs.txt)"
---
“This is where the magic happens. Kinda literally.
Most scientists have given up trying to figure
out Àrsaidh technology, claiming even Aleister
Crowley was closer to science than whatever this
is. Personally, I think we’ll crack it one day,
sooner or later. We just need a crisis big enough
to motivate humanity more than all the money in
the galaxy could.”
~ Richard Ababio, chief engineer at Karum Station
---
```

When a Diver or full crew is ready to embark on their next mission, they inform “MC” (Mission Control). 24 hours later, they’ll have a ship and, if necessary, a crew assigned. They must pick a team leader or else MC will randomly assign one (or just assign it to the member with the most missions). Now they can board their ship, get their gear back and purchase new equipment. This might even include the research labs’ experimental gear (pg 366), which are otherwise strictly restricted to authorized personnel.

/MEDICAL CENTER

```
model53@karum:~$ echo "$(<medical.txt)"
---
Do you cry yourself to sleep every night? Are
the whispers pushing you to your limit, making
you doubt you can board a ship again? Have you
had violent thoughts that scare you? Worry not!
A single session with our expert psybots will
have you heading to your next mission with a big
smile on your face!
~ Deep Diver Welcome Guide
---
```

Thanks to virtual remote operation, Karum Station has hired some of the best medical experts in the world. Combined with advanced robotics and treatments, recovery rates are excellent, even in the face of devastating physical and mental trauma. Unfortunately, access to these fantastic services and facilities is not cheap. That is why the KSA offers three levels of medical insurance:

- **LEVEL 3 MEDICAL INSURANCE:** 40 DC/week
  Reduces all medical costs by 20%.
- **LEVEL 2 MEDICAL INSURANCE:** 80 DC/week
  Reduces all medical costs by 40%.
- **LEVEL 1 MEDICAL INSURANCE:** 200 DC/week
  Covers all medical expenses.

The Medical Center offers three types of services:

- **RECONSTRUCTIVE SURGERY:** Removes a single Critical Injury. The procedure costs 10,000 DC and recovery takes D6 weeks.
- **ANTI-RADIATION THERAPY:** Radiation doesn't go away by itself, so exposed Divers must spend time undergoing Anti-Radiation Therapy. Removing 100 rad from a Diver's body takes a single day and costs 500 DC.
- **PSYCHOLOGICAL THERAPY:** Although Stress eases up and mostly goes away after a few days of rest (and visits to the District), its sequels rarely disappear by themselves. Fortunately, Karum Station is staffed by some of the best psybots in the System. With a combination of modern psychoanalysis and drugs, they can eliminate (or when necessary, suppress) most mental traumas. Removing a single Obsession or Trauma costs 8,000 DC during a long process that lasts D20 weeks. Characters may interrupt it whenever they need to go on a mission, and continue where they left. Negative Traits cannot be eliminated this way. Removing a Negative Trait requires sacrificing a Talent (pg 100).

you've come here
in search of
quick riches and
fame! By the end
of the month
two thirds of you

will be dead

or lost

RANDOM NPC CREW MEMBERS

Although you can make NPCs with the standard character creation rules, it can be complicated for a solo player to manage a whole crew of NPCs. Instead, players can use the following simplified NPC creation and management rules.

ATTRIBUTES

There are two ways to assign Attribute values to an NPC:

- Distribute 60 points among the 6 Attributes
- Roll once on the Random NPC Attributes table

Random NPC Attributes

	STR	DEX	CON	WIL	INT	CHA
1	12	10	12	8	8	10
2	10	12	8	10	10	10
3	8	10	10	12	12	8
4	10	10	10	10	10	10
5	10	8	10	10	10	12
6	9	11	9	12	10	9

SECONDARY ATTRIBUTES

- **WOUNDS:** NPC crew members start with 3 Wounds.
- **DEFENSE:** NPCs have 2 points of Defense that can be subtracted from incoming attacks each round, just like some Creatures can.
- **STRESS:** NPC crew members gain 1 Stress each time a PC gains any amount of Stress. Every 10 Stress inflicts a cumulative -1 to all their rolls, but there are no other effects or consequences from them gaining Stress. NPCs lose 1 Stress for each Time Track reset they don't gain Stress.

As you may have noticed, NPCs don't have Stamina. Instead, they can perform one action and one move each turn. NPCs also have no Luck and are not affected by Emotional States.

SKILLS

NPCs have no skills, so they use their Attributes to perform skill checks. Use the following guidelines when an NPC must perform a skill check:

- **STRENGTH:** Close Combat
- **DEXTERITY:** Medical Aid, Pilot, Ranged Combat, Stealth
- **WILL:** Perception, Resolve, Survival
- **INTELLIGENCE:** Àrsaidh Technology, Science, Technology
- **CHARISMA:** Manipulation

> TALENTS

For new NPCs, pick or roll one Talent from the NPC Talents table.

NPC Talents (D20)

1) **AIM:** The NPC spends their turn aiming with a Ranged weapon. On their next turn, their attack hits automatically. Roll damage as usual.

2) **BACKSTAB:** Following a successful Stealth check, the NPC may use a knife to perform a powerful surprise attack, dealing an additional +1D10 damage to one enemy. Can only be used when not engaged in combat.

3) **BASH:** The NPC can choose to deal +D10 damage with a melee weapon, but suffers -2 Defense for the next round.

4) **CLEAVE:** When wielding a two-handed melee weapon, all enemies adjacent to the NPC's target also take half of the rolled damage.

5) **COUP DE GRACE:** Deals +D8 damage against knocked-down enemies.

6) **DEFENSIVE:** Gains +1 Defense.

7) **DILIGENT MEDIC:** The NPC may attempt to heal the same Wound twice per Time Track, instead of once.

8) **FAST:** Adds +1 to all Initiative rolls.

9) **FIELD MEDIC:** Advantage on all Medical Aid checks.

10) **FRUGAL:** The NPC can make each ration last 2 weeks instead of 1.

11) **HACKING:** With uncanny ease, the NPC can attempt to hack not only human computers but some Àrsaidh technology as well.

12) **HARD TO KILL:** Gains +1 max Wounds.

13) **MARKSMAN:** Deals +2 damage on ranged attacks.

14) **MOMENTUM:** As their action, the NPC attempts to eliminate a downed opponent. Their attack deals +D6 damage, and if the opponent is eliminated they gain +2 damage for the rest of the combat. This effect stacks with itself.

15) **PACK MULE:** The NPC perfectly arranges the things in their bag. Gain +4 Gear Slots.

16) **RESUSCITATE:** Within 1 minute after a character dies, the NPC may perform a Medical Aid check. If they roll an Impressive success or more, the character is revived, but remains unconscious for D10+10 hours with 1 Wound remaining.

17) **STRONG:** Deals +2 damage on all melee attacks.

18) **TARGETED STRIKES:** Gains +1 to all rolls on the Hit Location table.

19) **TECH SAVVY:** Advantage on all Technology checks.

20) **TOUGH:** Rolls Recovery checks with +2 WIL.

NPC MANNERISMS, NERVOUS TICKS AND OTHER DETAILS

Although it is unnecessary, we recommend using NPC tables from Chapter 5 to give your crew's NPC some personality, backstory, motivations and goals. As always, you can roll, choose or decide it all yourself.

NPC STARTING GEAR

Pick one of the starting gear bundles:

STANDARD: Fireslinger GL, KSA Personal Body Armor, (10x) Oxygen Pellet, (10x) Ammo, (10x) Battery.

HACKER: KSA Personal Body Armor, LKPK, Tool Kit, (10x) Oxygen Pellet, (10x) Ammo, (10x) Battery.

SUPPORT: KSA Personal Body Armor, (2x) Medical Kit, (2x) Anti-Rad, (10x) Oxygen Pellet, (10x) Ammo, (10x) Battery.

ASSAULT: “Requiem” B99, KSA Personal Body Armor, (10x) Oxygen Pellet, (10x) Ammo, (10x) Battery.

Remember, the KSA also grants every crew member (including NPCs) a basic gear bundle when embarking on a new mission, as described on page 115.

› PURCHASING NEW GEAR

Since earnings are evenly split among all surviving crew members, NPCs that make it back to Karum Station will start to accumulate some cash. As they purchase new gear (or even augmentations), use the standard Gear acquisition rules (checking for availability, etc.), and write them down on their NPC sheet.

GEAR

Carrying the correct combination of weapons, tools and other instruments and gadgets is the difference between coming back alive to Karum Station being lost to the universe. The correct protective gear, the right weapons, a useful implant or two—these are the secret to survival. Of course, now knowing what you will find upon a planet or Àrsaidh Site makes it difficult to prepare for all eventualities, but the more versatile and multi-purposed a crew's gear is, the more likely they are to return home in one piece.

Gear is divided into several categories:

- Weapons (page 367)
- Protective Gear (page 387)
- Spaceship Supplies (page 393)
- General Gear (page 393)
- Biomechanical Augmentations (page 400)

PURCHASING GEAR

When characters "purchase" gear on Karum Station, it's more like leasing than actual ownership. Yes, this includes implants. Characters are reminded of this every time they return all their (external) mission gear to storage and maintenance after a mission. Divers have no access to it between missions.

This means characters do not need to re-purchase equipment they have already bought. Write down each character's gear on the Station Locker sheet so players can pick different combinations of gear depending on the mission details (if available) or personal preferences.

› GEAR AVAILABILITY

Basic gear is always available at Karum Station (the KSA has plenty of oxygen pellets and Service Pistols), but each piece of rarer, more limited gear is only available for purchase if the player rolls a 15+ on a D20. Fortunately, characters may push this result in their favor with a bit of cash: Spending 50 DC grants a cumulative +1 to the final result—this can be done several times. Yes, this means a character can spend 700 DC to ensure they get it. This spending represents bribes, paying off black market contacts or any other shady deals a character can make to get their hands on the good stuff. Gold tier Divers have a permanent +2 to this roll. Characters may only check for rare item availability once after each mission.

> EXPERIMENTAL GEAR

Characters of level 10 and above can purchase unique pieces of equipment that aren't quite ready for mass production, but that the scientists from the KSA (and Drake Industries in general) are eager to field test. All of these are rare, so they require an availability check, and they're all unique, so only one can be purchased per campaign.

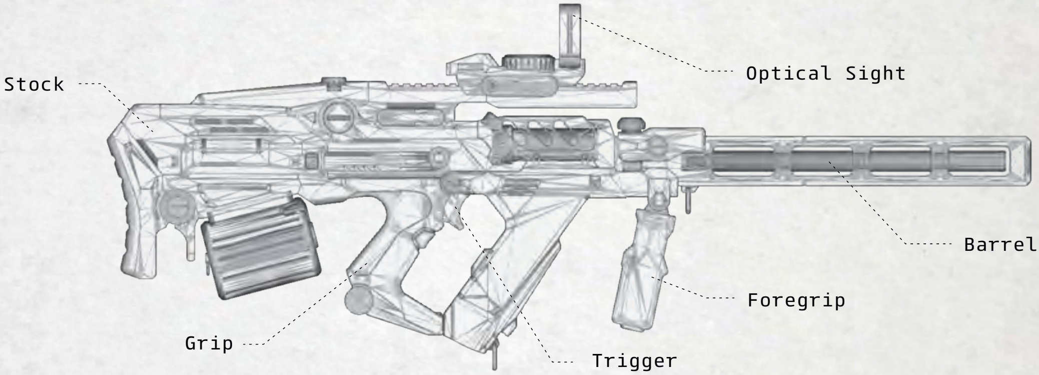
Unfortunately, this gear has yet to be refined, so there's always a chance they will malfunction. Every time you use a piece of experimental gear, roll a D20. On a 1, there's been a malfunction: Roll on the table below.

Experimental Gear Malfunction (D6)

1-4	The device jams or stops working, such that you must spend time (+1🕓) repairing it before it can be used again
5-6	The device explodes and is destroyed, causing you 2D20 damage

FM 37-D42

FIELD GUIDE TO


Stock
Optical Sight
Barrel
Foregrip
Grip
Trigger

WEAPONS

10.11.2085

KARUM STATION

ALL WEAPONS IN *Across a Thousand Dead Worlds* SHARE THE SAME BASIC PROFILE:

Damage: The damage the weapon adds to every Diver's base D10 damage.

Range: A weapon's maximum range, expressed in hexes.

Traits: Unique traits that modify their usage, making them better adapted to different styles of combat.

Price: The weapon cost, expressed in Drake Coins (DC).

SHIP GEAR SLOTS

Each weapon takes up 1 gear slot, regardless of size. Alternatively, a character may carry the weapon themselves to avoid using precious cargo space.

WEAPON TRAITS

Armor Piercing: This weapon ignores Armor.

Blast (X): This weapon deals its damage in a Blast AoE pattern of this intensity.

Burst: This weapon's alternate Burst mode allows the user to reroll damage, but there's a 1 in 4 chance this expends 1 Ammo.

WEAPON TRAITS

Explosive (X): This weapon deals its damage in an Explosive AoE pattern of this intensity.

Forceful: On hit, targets are immediately pushed back 1 hex.

Full-Auto: User can take the Suppressive Fire combat action.

Gas: This weapon creates a cloud of Poison III gas in an Explosive AoE pattern for D4 rounds.

Incendiary: Characters struck by this weapon gain Burning.

Light: Attacks performed with this weapon cost 1 less Stamina.

Powerful: User can perform a Heavy Attack (page 55).

Punishing (X): On hit, the target's CON is reduced by this number for the remainder of combat.

Quick: User can perform a Fast Attack (page 55).

Recoil: Users with a STR under 15 must pass a DEX check after each use or else the weapon slips out of their hand. A natural 1 indicates the weapon's recoil deals D20 damage to the user.

Row (X): This weapon deals its damage in a Row AoE pattern of this intensity.

Slow: This weapon can only be used every other round.

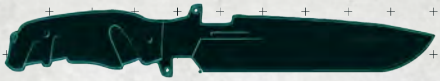
Unwieldy: Whether it's heavy or uncomfortable, using this weapon costs 1 extra Stamina.

Volatile: Rolling a Critical Failure while attacking with this weapon causes it to explode, creating an Explosive 2 AoE pattern that deals the weapon's damage.

Well Crafted: This exceptionally-crafted weapon grants +5 to the user's combat skill.

COMBAT KNIFE

COST: Free
RANGE: Melee
DMG: +1D10
GS: 1

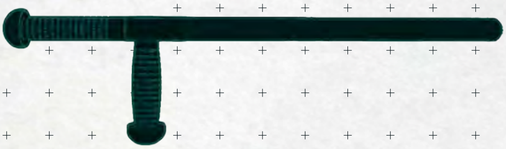


A regular military-issued knife, 12’ in length, full flat taper, double guard protection and a lanyard hole so it can be tethered to a suit or bag.

One-handed // Quick

BATON

COST: 15
RANGE: Melee
DMG: +1D8
GS: 1

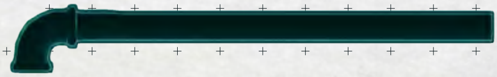


A simple carbon-fiber reinforced steel bar, often used by riot police across the world.

One-handed // Quick

IMPROVISED

COST: -
RANGE: Melee
DMG: +1D10/+1D10+10
GS: 1

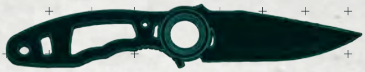


In case of emergency, a crowbar, a piece of piping or any other similar item can work as a weapon. They aren’t meant for combat, which makes them uncomfortable to wield, but they can save the life of a desperate Diver.

One-handed // Unwieldy

NANOCARBON KNIFE

COST: 1,200
RANGE: Melee
DMG: +1D10+2
GS: 1

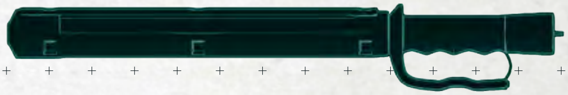


An extremely light, easy-to-handle blade made of nanocarbon tubes. It has an extremely sharp edge at the molecular level, one that never becomes blunt.

One-handed // Quick // Light

STUN BATON

COST: 1,000
RANGE: Melee
DMG: +1D8
GS: 1

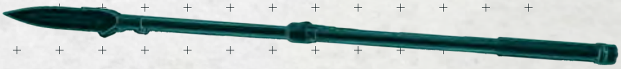


A white metal baton, about an arm in length, with a constant electric current strong enough to stun an opponent. A creature hit by this weapon loses their next turn.

One-handed // Quick

REACH SPEAR

COST: 1,200
RANGE: 2
DMG: +1D8
GS: 1

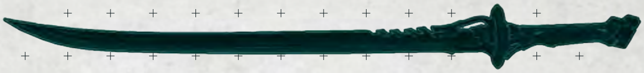


A powerful metal-alloy spear that can extend itself to hit targets further than any other melee weapon. Its adaptive, telescopic shaft is surprisingly intuitive to use, making it a great addition to a Diver's kit, especially when fighting in narrow corridors.

Two-handed

THE DRAKE'S FANG

COST: 6,000
RANGE: Melee
DMG: +2D10
GS: 1

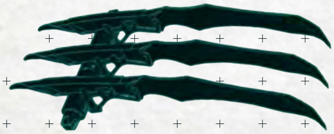


This flamboyantly-named katana is the passion project of Elma Windsor and Bao Pham, two KSA scientists who made it purely in their free time. Due to the exorbitant material cost, they don't think they'll be able to make another unless it proves to be really valuable in combat. Its powerful electromagnetic field amplifies each impact by several degrees, but its generator must be constantly charged. An extra battery must be spent each Time Track reset or it becomes a normal katana (D10 damage, no traits).

Two-handed // Powerful

COMBAT CLAWS

COST: 5,500
RANGE: Melee
DMG: +1D10
GS: 1

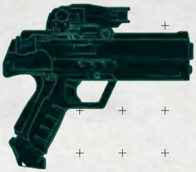


These tungsten-alloy claws are imbued with a layer of experimental nano-bot technology. When a living organism is damaged by the claws, millions of nano-bots remain in the wound, opening and spreading the damage.

Two-handed // Quick // Punishing (5)

KSA SERVICE PISTOL

COST: Free
RANGE: 4
DMG: +1D10
GS: 1

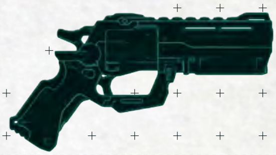


The standard issue 9 mm gun all KSA personnel carry. It's fairly basic, but sturdy and reliable enough to withstand the varied environments Divers face during their voyages.

One-handed // Quick

PHOBOS REVOLVER

COST: 250
RANGE: 4
DMG: +5
GS: 1

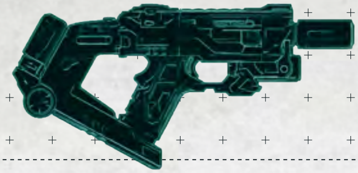


A modern take on the classic high caliber revolver, this weapon is popular for both its power and its threatening size.

One-handed // Quick // Forceful

LASER PISTOL

COST: 1,200
RANGE: 6
DMG: +1D10+2
GS: 1

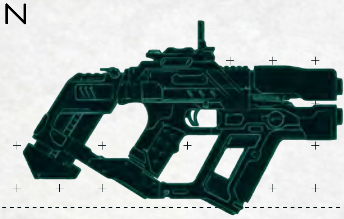


This weapon's short bursts grant it both a longer range and increased damage. It consumes batteries instead of ammo each time the Time Track resets.

One-handed // Quick

TR15 HANDGUN

COST: 1,000
RANGE: 4
DMG: +1D8+2
GS: 1

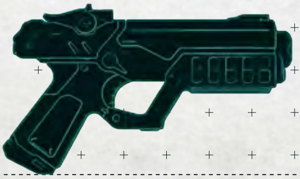


This handgun's incredibly advanced targeting software and integrated camera make it uncannily precise.

One-handed // Quick // +5 Ranged Combat skill

HAND CANNON D

COST: 1,400
RANGE: 3
DMG: 2D10
GS: 1

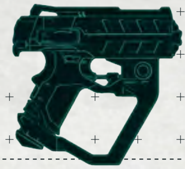


Ridiculously large, right at the limit of what can be called a pistol. Its heavy, high-caliber bullets can deal devastating blows, but its poor range and high recoil have kept it from being a crowd favorite.

One-handed // Quick // Recoil

RT AUTO PISTOL

COST: 6,800
RANGE: 6
DMG: +4D6+10
GS: 1

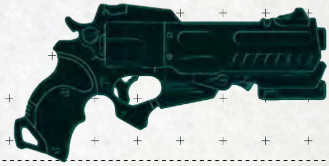


This heavily modified gun packs an SMG's punch into a much smaller frame. It uses a whole ammo clip every time it's used, but its devastating damage is usually worth it.

One-handed // Quick // Full-Auto

MOLTENSPEAR REVOLVER

COST: 7,000
RANGE: 6
DMG: +2D10
GS: 1

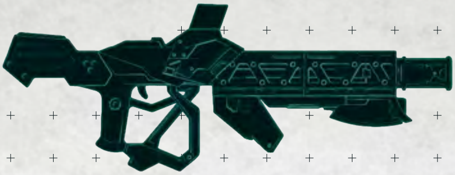


This bulky, strange-looking revolver superheats its ammunition before firing, causing the resulting liquid metal to hit everything in its path.

One-handed // Row (6) // Unwieldy

SF-UNDER SMG

COST: 200
RANGE: 7
DMG: +1D10
GS: 1

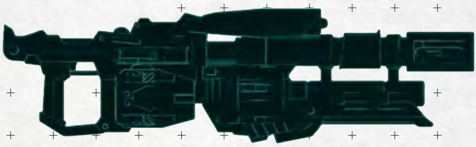


Recently popular among the Californian separatists, this weapon is a good compromise between an upgraded pistol and a heavy rifle.

Two-handed // Burst // Full-Auto

FIRESLINGER GL

COST: 400
RANGE: 7/4
DMG: +1D10/+1D10+10
GS: 1

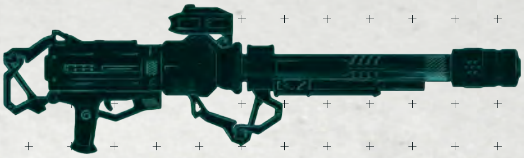


This SMG's secondary fire mode launches grenades at medium distances (5 Stamina to switch firing modes). This versatility more than makes up for its inelegant handling.

Two-handed // Burst // Slow // Explosive

URO INCINERATOR

COST: 1,400
RANGE: 3
DMG: +2D10
GS: 1

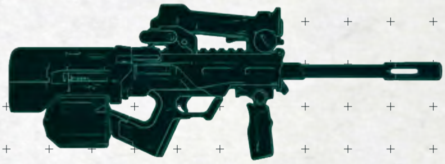


A powerful, compact flamethrower SMG that uses highly compressed gas ammunition. Relatively safe, easy to handle and highly destructive, it is a must-have for Divers who want to burn it all down when things get out of control.

Two-handed // Incendiary // Volatile

K77 SMG

COST: 1,400
RANGE: 7
DMG: +1D10
GS: 1

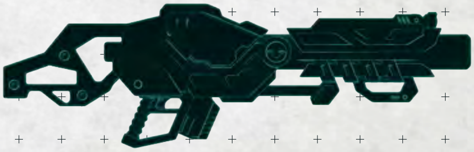


High-caliber, built for armor-piercing rounds, custom-made for KSA operatives. This weapon has seen a lot of success against Ársaith Guardians and their nigh-impenetrable armor plating.

Two-handed // Armor Piercing

ADDER 7G

COST: 1,800
RANGE: 7
DMG: +1D10
GS: 1

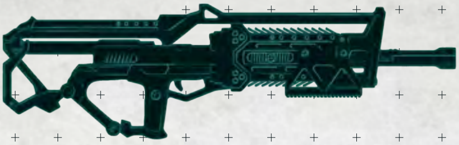


A so-called “smart weapon” this SMG’s array of external sensors and interior AI can analyze the environment for potential threats. After aiming, the weapon essentially takes over and decides when to shoot at the selected target, uncannily predicting where and when it will move or take cover.

Two-handed // Burst // +5 Ranged Combat Skill

MODEL OMEGA

COST: 7,400
RANGE: 8
DMG: +2D10+5
GS: 1

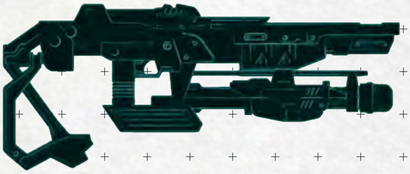


There's nothing flashy about this weapon, other than it being possibly the most precise piece of killing machinery ever created. Painstakingly crafted with nanometric precision by Alphonse Durerte (HAN Labs' chief gunsmith researcher), it allegedly took him ten years to finish this project. The Omega ignores the Experimental Gear rules on page 366, and will under no circumstances ever misfire or get jammed.

Two-handed // Well Crafted // Light

HUNTER 006

COST: 6,600
RANGE: 7
DMG: +1D10+5
GS: 1

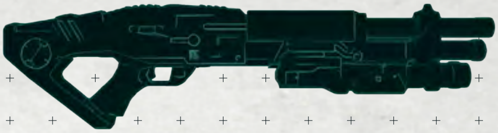


A standard SMG modded with tracking technology, making it extremely deadly against more resilient targets. Once this weapon strikes a target, all subsequent attacks targeting it receive +10 to the attack roll.

Two-handed // Burst // Full-Auto

MAL-CO 347

COST: 200
RANGE: 3
DMG: +1D10
GS: 2

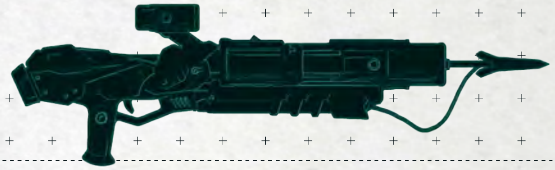


A simple yet brutally effective shotgun in short-rage combat. Its buckshot disperses at medium range, but this hasn't stopped Divers from carrying them across the galaxy.

Two-handed // Blast (3)

HARPOON GUN

COST: 200
RANGE: 3
DMG: +1D10
GS: 2

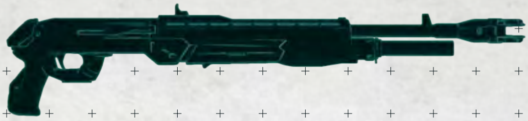


This modified shotgun fires deadly harpoons with a range of several feet. It's designed for underwater missions, where normal bullets are useless, for those unfortunate Divers that must explore exoplanetary bodies of water.

Two-handed

MODEL 45 PUMP ACTION

COST: 1,200
RANGE: 2
DMG: +1D20
GS: 2

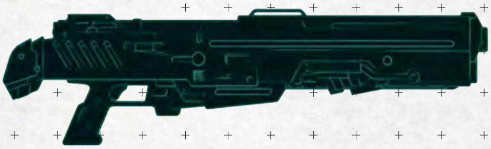


A brutally-effective shotgun inspired by classics. It is reliable and devastating at close ranges, but many find its potent recoil difficult to control. Still, few things can survive a direct hit which makes it a favorite on Karum Station.

Two-handed // Blast (2) // Recoil

S&R 17

COST: 1,500
RANGE: 4
DMG: +1D10
GS: 2

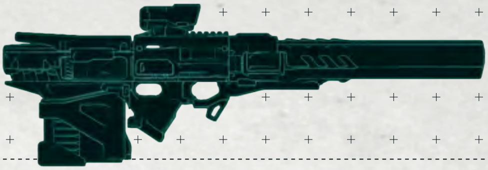


An enlarged shotgun with a very large spray. It's heavy and difficult to manipulate, but ideal for anyone who doesn't want to bother aiming at their targets.

Two-handed // Blast (4) // Unwieldy

ARK-N AUTOSHOTGUN

COST: 6,200
RANGE: 3
DMG: +6D4
GS: 2

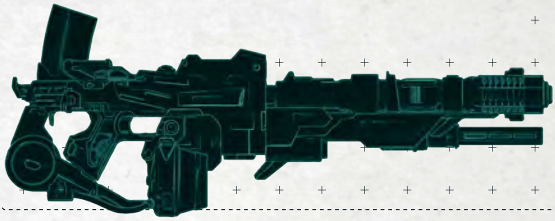


This ambitious shotgun SMG hybrid can fire dozens of shotgun shells per second.

Two-handed // Blast (3) // Recoil // Burst

VIRULENCE

COST: 9,500
RANGE: 3
DMG: Special
GS: 2

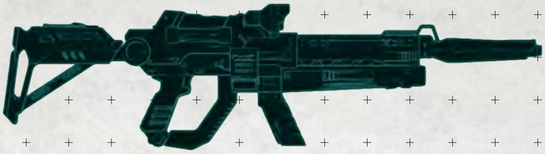


Aside from its killer looks, the Virulence is also a dangerous piece of equipment. The initial impact deals base damage +5, after which its uniquely engineered pellets break down into billions of nano-machines that constantly eat at their target. The nanobots deal damage again each round—base damage +10 next round, base +15 the next, and so on. This is a death sentence for any creature, given enough time.

Two-handed // Blast (3)

AW&S

COST: 300
RANGE: 10
DMG: +1D10
GS: 2

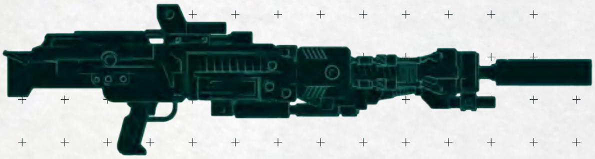


The star product of Evolve Group's weapons product line, this assault rifle's sturdiness and reliability has been proven time and again, across the Solar System and beyond.

Two-handed // Burst // Full-Auto

"REQUIEM" B99 CARBINE

COST: 400
RANGE: 8
DMG: +5
GS: 2

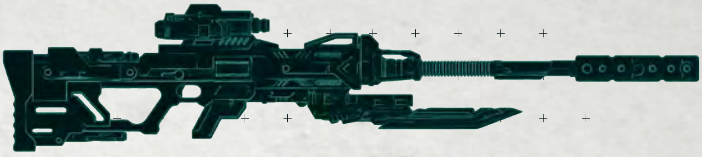


The product of decades of research, this is one of the most sophisticated and readily available rifles a person can find. With its uniquely large caliber, the Requiem can deal extreme damage, although at shorter ranges than other models.

Two-handed // Burst // Powerful

H03 SNIPER RIFLE

COST: 1,200
RANGE: 15
DMG: +1D10+5
GS: 2

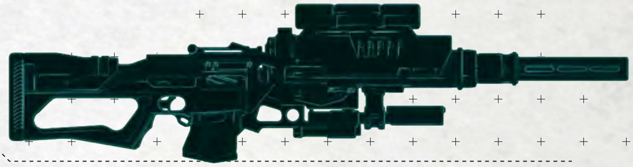


This high caliber, long range rifle is a powerful tool of death. It keeps its user out of the fray where they can pick off dangerous targets before they become a problem.

Two-handed // Powerful // Full-Auto // Slow

XX 43

COST: 1,600
RANGE: 8
DMG: +1D8
GS: 2

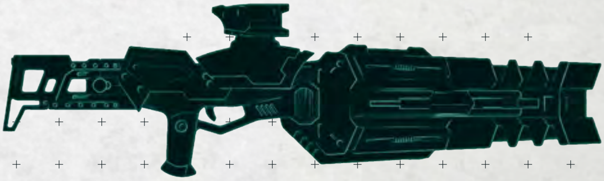


A high power rifle whose superheated ammo can cut through the toughest of armor. Unfortunately, its barrel can heat up so much that it becomes as deadly for the user as it is for their targets.

Two-handed // Armor Piercing // Full-Auto // Volatile

VIPER 12G

COST: 1,800
RANGE: 8
DMG: +1D10
GS: 2

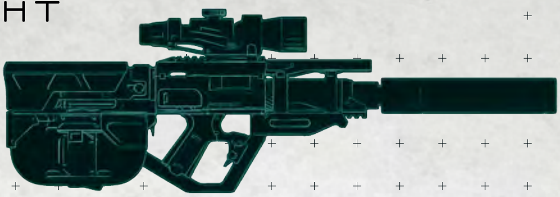


A deadly smart rifle using the same technology found in the SMG Adder 7G, this is a powerful beginner-friendly rifle that sees a lot of field action.

Two-handed // Burst // +5 Ranged Combat skill

A200 TWILIGHT

COST: 10,000
RANGE: 10
DMG: +1D10+10
GS: 2

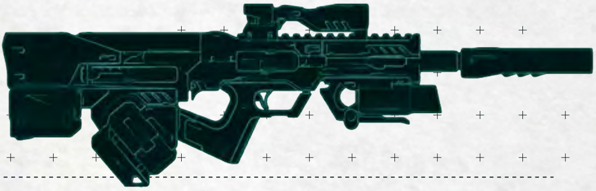


One of the first weapons to successfully implement the rare Ársaidh A-metal alloy, the A200 Twilight is extremely expensive and impossible to mass produce, but is an incredibly potent and accurate weapon.

Two-handed, Burst, Full-Auto

LASER CARBINE

COST: 8,400
RANGE: 8
DMG: +1D10
GS: 2



Most attempts to create laser-based weaponry have failed throughout the years, but the KSA Laser Carbine stabilized it and solved most of the older models' overheating problems, resulting in a devastating weapon. The Laser Carbine uses batteries instead of standard ammo.

Two-handed, Burst, Full-Auto, Powerful, Armor Piercing

HAND GRENADE

COST: 150
RANGE: STR/2
DMG: 2D20
GS: Light

An hand-thrown explosive projectile capable of dealing devastating damage in a relatively small area.

Explosive (2)

DIRECTIONAL CHARGE

COST: 150
RANGE: 1
DMG: 2D20
GS: 1

Explosives whose blasts travel in a single direction. They are generally used as demolition charges to safely blow past doors or even walls, or as traps connected to a tripwire or other trigger mechanism.

Blast (2)

SMOKE GRENADE

COST: 100
RANGE: STR/2
DMG: None
GS: Light

This special explosive creates a dense cloud of smoke in an Explosive (4) pattern that lasts 10 combat rounds and acts as full cover. Combatants are unable to see through or from within the cloud until it dissipates.

A cloud of smoke in an Explosive (4) pattern that lasts 10 combat rounds

FLASH GRENADE

COST: 100
RANGE: STR/2
DMG: None
GS: Light

A loud and bright explosive charge that disorientates all those within range.

Dazed (D4) in an Explosive (4) radius

GAS GRENADE

COST: 150
RANGE: STR/2
DMG: Poison III
GS: Light

As its name implies, this poisonous gas canister explodes on impact, spreading a neurotoxin that has proven effective against most lifeforms.

Gas (4)

EMP GRENADE

COST: 200
RANGE: STR/2
DMG: Special
GS: Light

These grenades' intense electromagnetic burst disrupts the systems of drones and robots alike. The pulse is useless against Ársaidh Guardians' alien engineering, and safe for humans (except for those with cybernetic organs).

Explosive (6)

PLASMA GRENADE

COST: 600
RANGE: STR/2
DMG: 4D20
GS: Light

An extreme weapon whose sheer destructive power makes it good for last resorts but unsafe for any kind of melee. Its brief but intense detonation can melt through almost all known materials.

Explosive (8)

ARMOR & PROTECTIVE GEAR

› INTEGRATED SYSTEMS

All armor and full-body suits have integrated communication systems, usually in the head piece or a wrist com. All full body suits include waste recycling systems and are designed to be worn for hours or even days.

› GEAR SLOTS

Each suit of armor not being worn by a character takes up 1 of a ship's gear slots, regardless of size or type.

› ARMOR SCORE

If a piece of equipment offers protection against damage, it's expressed as Armor (X), indicating the amount of damage it absorbs from each incoming attack. This means a character wearing gear with Armor (4) suffers 4 fewer damage from each source of damage, as explained in the Combat rules.

FM 37-D43

UPDATED

FIELD GUIDE TO

ARMOR AND GEAR

16.01.2086

KARUM STATION

KSA PERSONAL BODY ARMOR

COST: 400 / GS: 3

NOTES: Armor (3) with helmet, Armor (2) without it

The KSA's standard issue armor. It offers basic torso protection and an optional helmet for when there is no need for a full vacc suit.

› Body parts protected: Head (with helmet on), Back, Torso, Waist.

LEVEL A HAZMAT SUIT

COST: 400 / GS: 2

NOTES: Ignores bursts of 0-40 rads and solid, liquid and gaseous chemicals

Level A suits provide near-perfect protection from the greatest environmental hazards. Each suit has chemical-resistant gloves, boots and a full facepiece to protect the skin and eyes from solid, liquid and gaseous chemicals, while its two positive-pressure breathing apparatuses protect the user's respiratory system in vacuums and breathable environments alike.

› Utilizes the Full Body Suit slot.

LEVEL B HAZMAT SUIT

COST: Free / GS: 2

NOTES: Ignores solid, liquid and gaseous chemicals

Level B suits prioritize top-tier respiratory protection (akin to Level A) but less skin protection. This minimum level of safety makes it the KSA's standard-issue hazard suit.

› Utilizes the Full Body Suit slot.

HAZMAT MASK

COST: Free / GS: 1

NOTES:
Ignores gaseous chemicals

Some unusually safe missions require no more than a hazmat mask. It is usually connected to a breathing system, except in those rare cases where oxygen levels are adequate for humans and its numerous air filtration systems can suffice.

› Utilizes the Head slot, can be worn with a helmet.

VACC SUIT

COST: Free / GS: 4

NOTES:
(See entry)

These suits are inconveniently bulky (-3 to all actions), but protect Divers from extreme temperatures (-250 °F to 250 °F), solid, liquid and gaseous chemicals and any sources of rads below 20. Each includes a pair of magnetic boots.

> Utilizes the Full Body Suit slot.

DRAKESKIN

COST: 2,000 / GS: 2

NOTES: Modular protection
(See entry)

This modular high-tech vacc suit is one of the KSA's leading contributions to interstellar exploration. Presented as a sleek, body-tight suit and face mask, it can be worn for hours or days, and even allows extra body gear to be worn on top of it. The DrakeSkin offers the following protective options for an additional 1,000 DC each. Unfortunately, only one can be equipped at a time.

Armor Layer: Armor (4).
> Body parts protected: Back, Torso, Arms, Hands, Waist, Legs.

Thermic Layer: Allows its user to feel comfortable in temperatures as low as -400 °F.
> Utilizes the Full Body Suit slot.

Toxin Suppression Layer: Allows the user to ignore any solid, liquid, and gaseous chemicals.
> Utilizes the Full Body Suit slot.

Coolant Layer: Allows its user to feel comfortable in temperatures as high as 900 °F.
> Utilizes the Full Body Suit slot.

Radiation Deflector Layer: Allows its user to ignore any source of rads below 100.
> Utilizes the Full Body Suit slot.

RARE ARMOR/PROTECTIVE GEAR

4

EXO-III

COST: 5,000 / GS: 4

NOTES:
+2 STR/DEX, see entry

A powerful mechanized suit which enhances the user's strength and agility. A character wearing the EXO-III can jump over partial cover without spending any Stamina, can carry an extra 20 GS in weight and has +2 to all STR and DEX checks.

> Utilizes the Full Body Suit slot.

ASSAULT ARMOR

COST: 3,000 / GS: 2

NOTES:
Armor 5, -2 to DEX Checks

Full-body armor designed for military operations across the solar system. It offers the highest form of protection, but its bulkiness makes it ill-suited for complicated maneuvers.

> Body parts protected: Head, Back, Torso, Arms, Hands, Waist, Legs.

EXPERIMENTAL ARMOR/PROTECTIVE GEAR

DREADNOUGHT

COST: 50,000 / GS: 10

NOTES:
(See entry)

Fully combining the EXO series' physical enhancements and every protection promised by the DrakeSkin, this experimental power armor is the best armor ever designed by mankind. Although militaries are racing to design the ultimate power armor, and several different versions are more or less operational, they cost millions to produce and are still a distant dream. Getting in and out of the Dreadnought suit advances the Time Track by +5🕓. Benefits: Same as EXO-III and DrakeSkin with all layers on, combined.

> Body parts protected: All.

SPACESHIP SUPPLIES

OXYGEN TANK

COST: 20 / GS: 2

NOTES: Characters consume 1 tank per week

A compact, yet still sizable tank (about the size of a scuba tank) containing 130 cubic feet of oxygen (approximately enough for an adult to survive one whole week). Its contents are gelatinous, making it less prone to explosion from fires or direct impacts.

TRAVEL RATION

COST: 5 / GS: 1

NOTES: Characters consume 1 ration per week

A mix of water and nutrient paste, enough for an adult to survive for a week (and often reason enough not to want to).

BASIC EQUIPMENT/GENERAL GEAR

OXYGEN PELLET

COST: 5 / GS: Light

NOTES: Characters consume 1 pellet per Time Track reset

A solid, compressed form of pure oxygen that slowly dissolves into breathable air when inserted into a Diver's breathing gear.

AMMUNITION

COST: 5 / GS: Light

NOTES: Weapons consume 1 ammo each time the Time Track resets (if they were fired)

A clip of ammo of the correct caliber for your firearms.

BATTERY

COST: 5 / GS: Light

NOTES: Characters consume 1 battery per Time Track reset

This multi-purpose battery can power personal life-support systems, shoulder lights and anything else a Diver might carry. One battery is consumed each Time Track reset.

SWIMMING GEAR

COST: 400 / GS: 2

NOTES:
Flippers, small propulsor, suit

A handy kit of automated flippers and a special liquid-proof suit that can withstand up to -200 °F, for when walking underwater would be too slow.

CLOTHING

COST: 200 / GS: 2

NOTES: Civilian clothes for those memorable nights at the Red Asteroid

Nothing feels better than spending your hard-earned drakes on some comfortable, fancy or simply stylish clothes to flash around the tourist areas of Karum Station.

LKPK

COST: 400 / GS: Light

NOTES: See “locked access points” rules on page 156

Colloquially spoken as “lockpick,” this device is a combination of hardware and software that interfaces with sealed doors or access points, allowing users to attempt to unlock them.

MAGNETIC BOOTS

COST: 100 / GS: 1

NOTES: Inflicts -2 DEX, but allows characters to walk in zero-G environments

These are extremely useful (or even necessary) for exploring environments with no gravity. Unfortunately, they do limit a character’s speed and agility.

EMERGENCY SUIT SEALANT

COST: 20 / GS: Light

NOTES:
Seals small suit tears and holes

A tube containing a unique sealing compound which temporarily repairs small tears and holes in any type of exploration suit. Each tube contains 10 uses.

SURVEY SCANNER

COST: 100 / GS: 1

NOTES: Used to collect evidence and audio/video samples

This multipurpose scanner can take atmospheric and gravitic readings, provide basic chemical analysis of small samples and record up to 80 hours of video or 800 hours of audio.

MEDICAL KIT

COST: 100 / GS: 1

NOTES: Contains (5x) Medical Supplies

A field kit containing 5 sets of medical supplies for tending wounds and injuries.

ATMOSPHERIC SENSOR

COST: 100 / GS: Light

NOTES: Used to analyze the surrounding air

When attached to the respirator, this detects variations in the surrounding air composition. This is very useful for determining if a planet or Site's air has unsafe toxin levels or even if, by some miracle, it's breathable enough for humans.

CLIMBING KIT

COST: 200 / GS: 2

NOTES: Grants Advantage to climbing checks

A collection of ropes and harnesses, a belay device and a locking carabiner. Grants Advantage on any climbing checks.

NIGHT VISION LENSES

COST: 800 / GS: -

NOTES: Grant nightvision, range 300'

These very sophisticated lenses are uncomfortable to wear but concentrate any remnants of ambient light, allowing the wearer to see in almost absolute darkness for up to 300'. Wearing them for longer than 3 Time Track resets causes extreme eye fatigue: Perception checks suffer -5 until the character removes them.

BASIC EQUIPMENT/GENERAL GEAR

TOOL KIT

COST: 200 / GS: 1

NOTES:
Grants Advantage on Technology checks

A collection of tools and specialized gear for fixing and/or dismantling any human-made device. Grants Advantage to all Technology checks.

THRUSTER PACK

COST: 400 / GS: 2

NOTES: Allows controlled movement in Zero-G environments

This harness unit's multiple micro-thrusters allow multi-directional movement in zero-G environments.

SURVIVAL KIT

COST: 200 / GS: 1

NOTES:
A collection of survival gear

A pouch, tightly-packed with a variety of handy tools: 1xHunting Knife, 5xMagnesium Flares, 5xWater Purifying Tablets, 1xCollapsable Pry Bar, 1x10' Rope, 1xFire Stricker.

RARE EQUIPMENT/GENERAL GEAR

CYPHER

COST: 800 / GS: Light

NOTES:
(See entry)

A stunning achievement by Drake Industries' Àrsaidh research team, this small phone-shaped object deploys a “cable” (for lack of a better word) made of liquid metal, which latches onto the nearest Àrsaidh device (up to 2' away). This marvel of technology allows a Diver to re-roll a single failed hacking roll, as explained on page 102.

BLACK CYPHER

COST: 1,000 / GS: Light

NOTES: (See entry)

Identical to a normal Cypher, this more powerful version allows the user to re-roll two failed rolls.

LKPK PRO

COST: 800 / GS: Light

NOTES: See “locked access points” rules on page 156

A LKPK whose advanced algorithms allow the user to re-roll a failed Access Point roll.

MEDICAL SCANNER

COST: 1,000 / GS: 1

NOTES: Grants Advantage on all Medical Aid checks

A somewhat bulky hand scanner equipped with an advanced medical AI that assesses the damage and advises on the most effective treatment. Grants Advantage on all Medical Aid checks.

DEPLOYABLE AUTO TURRET

COST: 2,000 / GS: 4

NOTES: Deploys in 1 round, deals 2D10 damage, Range 6

An ingenious device, originally developed by the Chinese military but quickly adopted by most squad-based units. Its advanced target-recognition AI automatically targets hostiles within its 6-hex range, dealing 2D10 damage and concentrating fire until they’re down. It takes a single character 1 full round to deploy or pack it up. After each combat, there is a 1-in-6 chance the DAT is out of ammo and can’t be used for the remainder of the mission.

TARGETING DRONE

COST: 3,000 / GS: Light

NOTES: Grants Advantage on all Ranged Combat checks

A relatively small, spider-like autonomous robot that highlights potential threats and targeting assistance on the user's combat interface. Grants Advantage to all Ranged Combat checks.

COMBAT DRONE

COST: 3,000 / GS: 1

NOTES: +1D10 damage, consumes 1 Battery per Time Track

An advanced robotic combat assistant in a custom shape—usually a salamander or large dragonfly. They come equipped with a small but powerful laser, which helps its user deal D10 more damage with each attack. Unfortunately, they must be charged often, costing 1 extra Battery per Time Track reset. Characters can selectively spend the extra battery, in case they don't want to have it active for any reason.

AMSTRO CLOAK

COST: 800 / GS: Light

NOTES: Grants +5 to Stealth checks

A small device attached to the user's belt, which deploys a light-bending field that makes them difficult to spot, especially when moving slowly. Grants +5 to Stealth checks while active.

CARGO SPIDER

COST: 6,000 / GS: 4

NOTES: A robotic drone with 10 GS of storage

This is the KSA's answer to countless Diver requests for a way to safely carry more gear and bring back more artifacts. The Cargo Spider is a 3' long autonomous eight-legged drone that follows its designated owner through any type of terrain. It can even climb walls, so long as it's at 50% of its carrying capacity. The Spider can carry up to 10 GS, but requires a full charge (i.e. (1x)Battery) every 5 Time Track resets.

ANTIDOTE

COST: 50 / GS: Light

NOTES: 1 dose that counters the effects of most poisons

This potent injection counteracts most venoms and poisons.

ANTI-RAD

COST: 50 / GS: Light

NOTES: 1 dose that removes 20 rads (only 1 can be ingested per Time Track)

A shot that neutralizes some of the effects of irradiation, effectively removing 20 rad. Only one shot can be taken per Time Track reset.

ALPRAZOLAM BOX

COST: 100 / GS: Light

NOTES: 10 pills which reduce Stress by 5 (see entry)

A short-acting tranquilizer commonly used in short-term management of anxiety disorders. These days it's called "A Diver's Best Friend." Reduces stress by 5, but taking it daily for 3 days causes addiction—they must continue taking it daily or suffer -1 WIL until a week has passed without them taking any Alprazolam.

COMPOUND R

COST: 50 / GS: Light

NOTES: 1 dose that grants +5 Stamina for 5 rounds, but -1 DEX and -1 INT for 24 hours

A combat stimulant that grants a sustained burst of pure adrenaline. The user gets +5 Stamina for the next 5 rounds, after which they suffer -1 DEX and -1 INT for the next 24 hours. Taking more than 3 doses in a 24-hour period inflicts 10 Stress and intense paranoia for the next 24 hours.

BOOSTER

COST: 50 / GS: Light

NOTES:
Grants Speed (1)

A concentrated mixture of guarana and caffeine that grants Speed (1) for a single combat encounter.

BIOMECHANICAL AUGMENTATIONS

Although still far from the augmented future promised by classic sci-fi media (and mostly reserved for the elite or the military), by the turn of the 21st century biomechanical augments and implants slowly trickled down to the rest of humanity. Workers have replaced limbs, the wealthy are implanted or augmented to gain almost super-human abilities.

Fortunately, the KSA allows our brave Divers the chance to purchase a wide range of otherwise hard to acquire augmentations. They are always in short supply, mostly due to the logistics of operating in situ and the lack of medical personnel, but for many they offer a second (or third) chance at glory.

For the purpose of availability, **all augmentations are considered rare.**

STRAIN

As long as a character can afford them, the only real limitation to how many augmentations they can have at once is their own bodies. Each augmentation takes a toll on the body called Strain, and a character can only sustain as much Strain as their CON allows.

[EXAMPLE:]

After a bad fall that completely shattered her arm, Akane had hers replaced by the McGregor-Chen NaturArm, which has a Strain of 4. With a CON of 12, her body can only handle 8 more Strain—just enough for that Nighteye 4010 she's been wanting…

RECOVERY TIME

Interfacing a biomechanical device with the human body is no easy feat—even with the best medical staff in the system, the human body still requires time to heal. After surgery, a character must rest (mostly bedridden in their accommodations) for D6 weeks, with all the standard fees this implies.

MCGREGOR-CHEN NATURARM 6T

COST: 5,000 / STRAIN: 4

NOTES: +1 STR, Armor (1)

What started off as a simple yet fashionable prosthetic arm lauded for its realism (the synthetic skin feels warm to the touch), slowly started incorporating more features. Now, these most advanced models grant the user superhuman capabilities. +1 STR, Armor (1).

NIGHTEYE 4010

COST: 3,000 / STRAIN: 2

NOTES: Ignore the effects of darkness, +1 Perception

Equipped with enhanced photoreceptors and pattern-recognition AI, the Nighteye 4010 is the standard issue bionic eye for many military forces around the world. Not only does it improve the user's vision, it even allows them to see in almost pitch-black conditions.

B46 FILTRALL

COST: 3,000 / STRAIN: 2

NOTES: Reduce the severity of Poison by one

A wonder of modern bioengineering, developed by Archon Inc. after an unprecedented venomous snake infestation cleared out one of their Bolivian mines. Archon wasn't going to let the millions in land and training go to waste, so after a few breakthroughs and a huge investment, they came out with the Filtrall. This device filters the user's blood at all times, capturing and neutralizing dangerous substances found within, thereby reducing the severity of poisons by one step (Poison I becomes II, etc.). As a side effect, a person with a Filtrall installed has big problems getting drunk.

LCR 3000

COST: 6,000 / STRAIN: 4

NOTES: Breathe freely in low oxygen or slightly toxic atmospheres

The Lung Conversion Respirator (LCR) 3000 is the latest in a long line of pulmonary modifications created for low-oxygen environments, such as deep earth mines, and toxic atmospheres like those found in most Àrsaidh planets and facilities.

OR-J

COST: 6,000 / STRAIN: 6

NOTES:
+1 Max Wounds

A series of interconnected systems that modify the body’s response to injury. From enhanced heart rate, to modified blood and hormonal responses, the OR-J is a gamechanger for modern warfare, making soldiers much harder to kill. As a secondary effect, the modified body’s enhanced state of alert causes characters to gain 1 additional Stress each time they gain any amount of Stress. +1 Max Wounds.

ADRYNO 17

COST:3,000 / STRAIN: 2

NOTES:
+1 Stamina, +1 Initiative

This augmentation modifies the user’s adrenal response, granting them almost superhuman reflexes. Model 17 is the standard issue for the EU military, and widely considered the most efficient one. +1 Stamina, +1 Initiative.

EMOKILL V6

COST:4,000 / STRAIN: 4

NOTES:
Ignore emotional state changes

The latest in a line of emotional suppressor used mostly by paramilitary and criminal organizations, due to the questionable ethics of such alteration. By carefully blocking the signals that trigger strong emotional reactions, an EmoKill makes its user highly efficient and effectively emotionless. Characters can still feel and suffer the effects of Stress and Trauma, but they can safely ignore the emotional state matrix—they are considered Composed at all times.

TRAUMA BLOCKER

COST: 4,000 / STRAIN: 2

NOTES: Remove 1 Negative Trait

Considered the pinnacle of psychiatric medicine, this device does not alter the user's memory in any way, just their subjective response to it. Unfortunately, the brain can only handle one of these devices at a time, so multiple sources of trauma cannot be dealt with. Eliminate 1 Negative Trait.

PAINKILLER

COST: 4,000 / STRAIN: 3

NOTES: Ignore the effects of 1 injury

This does just what its name implies: it allows a person to ignore the negative effects of a minor wound. When the user receives their first injury (not critical injury), they can ignore its effects. This works only once per combat.

UTASER

COST: 4,000 / STRAIN: 3

NOTES: Causes Dazed (2) on a target once per Time Track reset

This subdermal device, implanted on the knuckles, accumulates kinetic energy until releasing it in one painful discharge at the user's will. Once per Time Track reset, the character can strike a creature to cause Dazed (2).

VIMANIC TECH

As described on page 314, Vimanic tech is the ultimate technology available at Karum Station. These varied tools, weapons and more can help solve almost any issue a Deep Diver may come across. They represent the best humanity has to offer, after years of studying Àrsaidh sites and technology.

Because Vimanich tech cannot be purchased with DC, each piece's cost is expressed in Commendations. A character earns one Commendation each time they defeat a Known Threat. These items are always a single purchase: Once a character has spent Commendations on one, they have access to them for any future mission.

SUBDERMAL CARDIAC PATCH

COST: 15 / GS: -

NOTES: Ignore 1 death blow per mission

A small metallic patch implanted above the heart. When the delicate sensors detect a risk of cardiac arrest, it shoots a cocktail of powerful stimulants and healing drugs directly into the heart, virtually rebooting it. When a character receives a third wound, the Subdermal Cardiac Patch allows them to ignore it. Only works once per mission.

AGI-327

COST: 15 / GS: -

NOTES: Ignore the first Knocked-Down result in combat

This powerful drug is administered right before a mission, granting the Diver inhuman resistance and reflexes when in extreme danger. The character ignores the first Knocked-Down result in every combat.

GRIDLOCK

COST: 25 / GS: 2

NOTES: Deploys a set of *Explosive (1)* traps

A compact, self-deploying grid that creates a “barrier” of difficult terrain around the user in an *Explosive (1)* pattern. Any combatant who steps on it must pass a DEX check or be Knocked Down. It costs 5 Stamina and takes a whole round to deploy, but it can be collected at the end of combat and reused when necessary.

HOLOGRAPHIC DECOY

COST: 25 / GS: 1

NOTES:
3 charges

A throwable hexagonal device that activates upon hitting the ground, generating incredibly realistic holograms that can distract almost any type of creature. Throwing the decoy costs 5 Stamina, but the device is active for a full round, “forcing” all enemies to either approach or directly attack it. The device has enough power to be activated 3 times.

PORTABLE COVER

COST: 15 / GS: 3

NOTES:
Creates 1 Hex of partial cover

A metallic brick, about 20 inches long, that quickly opens and expands into cover when placed on the ground, allowing a single character to hide behind it. Deploying Portable Cover takes a full round and costs 5 Stamina, but offers partial cover to anyone behind it.

STATIC SMOKE SCREEN

COST: 30 / GS: Light

NOTES: 3 charges, deals 2D10 damage to all adjacent enemies and allows you to automatically disengage from combat

A modified, electrically charged, compact smoke bomb. The S3 has saved the lives of many Deep Divers that found themselves in a tight spot. When thrown at one’s feet, the S3 emits a shockwave that damages all adjacent combatants, giving the user a chance to safely remove themself from close combat. Throwing the S3 requires 5 Stamina, and Divers are given 3 charges per mission.

CHRYSSALID

COST: 50 / GS: -

NOTES: Puts the character in suspended animation aboard a ship

When faced with starvation or suffocation while aboard a ship, a character can activate their Chryssalid pack, becoming encased in a protective carapace of foam that hardens after a few minutes. Within, they enter a deep hibernation that requires no oxygen, food or water. Another character can easily open the Chryssalid when necessary. There are no permanent effects from using it, but a character will suffer -5 to their CON for the duration of the mission. Only works once per mission.

PORCUPINE

COST: 25 / GS: 2

NOTES: 1 charge, deals D20 damage to all opponents in a 3 hex radius

An extremely advanced defense system that fires a volley of micro-projectiles at all nearby enemies. It looks like a bulky vambrace that opens up when activated. Activating the Porcupine takes 5 stamina and deals D20 damage to all targets in a 3 hex radius. It only has a single charge, so it may only be used once per mission.

COIL RIFLE

COST: 50 / GS: 2

NOTES: Uses ammo and batteries to deal 2D10 damage, ignoring all armor and cover

Also known as a Gauss rifle, this extremely potent rifle is slow to fire but can penetrate virtually any form of armor or cover. Its advanced targeting systems grant the user Advantage on all attack rolls done with this weapon. Unfortunately, it is battery-powered, which means using it results in the loss of one Ammo and one extra Battery per Time Track reset.

TARGETING ASSISTANT

COST: 40 / GS: 1

NOTES: Head slot item that grants Advantage against one opponent

An augmented reality visor with a powerful targeting AI that predicts an enemy's combat behavior. Activating it requires 5 Stamina and a Technology check, but this grants them Advantage on all rolls against one target for the duration of combat.

THERMOBARIC AMMO

COST: 15 / GS: 1

NOTES: Deals 2D20 damage in an *Explosive (3)* area

A two-stage ammunition that essentially turns any weapon into a grenade launcher. The first stage distributes an aerosolized carbon-based fuel. The second charge ignites that cloud, creating a fireball, a huge shock wave and a vacuum as it sucks up all the surrounding air. This causes 2D20 damage to all targets within the *Explosive (3)* blast zone. It can only be used once, but the purchase guarantees resupply for each mission.

Carrying the correct combination of weapons, tools and other instruments and gadgets is the difference between coming back alive to Karum Station being lost to the universe.

SC 37-01

SCENARIO ONE

RAINS OF FELONIS

BY DONN STROUD

PLANETARY DETAIL

Felonis is a small, sand-covered planet that is currently unexplored. Scans suggest it once held lakes and oceans.

- **GRAVITY:** 0.95G
- **CIRCUMFERENCE:** 19,500 miles
- **TEMPERATURES:** 45-90 degrees F
- **DAY LENGTH:** 28 hours
- **YEAR LENGTH:** 520 days
- **LIFE SIGNS:** Fauna and flora in parts of an ancient, ruined city and sporadically in a 300 mile stretch to the south.

THE COLUMNS: Parallel to Felonis' equator, thirty tall metallic structures stand in a line, one every 10 miles for 300 miles. Around some of them, red-hued vegetation grows amid the remains of forests and scrub.

The ruins of an old city lie 100 miles to the north.

THE CITY: Seven vast craters occupy the city limits—two to the west, two to the south and three to the north—overlapping what might have been an industrial district. The eastern district is less damaged but still strewn with rubble and smaller craters. A small, damaged landing pad lies in the middle of the city.

THE LANDING PAD: There's just enough left for a safe landing. Upon disembarking, a hooting sound echoes through the area's ruined buildings. It will follow the intruders, but only from a distance. The creatures can be glimpsed, but are very reluctant to engage or even be seen.

THE FOUNTAIN: East of the landing pad, an elaborate fountain flows with liquid metal. It features many sculpted creatures resembling tall, skinny cats. Some cavort while others hold up the next layer of larger, more muscular cats wielding weapons and wearing armor. The top layer has 5 large beings that look like an amalgamation of cat and toad. Streams of a unique form of A-metal* flow from their many hands, flowing down into a pool.

*This A-metal is locked in a liquid form. It is corrosive to tissues.

EASTERN DISTRICT: This area is packed with squat, square towers topped with crystalline pyramids. Red, black and purple foliage can be seen in many of these structures. On each tower, wide southern doors lead to a square hallway that runs the tower's circumference. The north hallway has another door that leads to the inner tower, with stairs going up to the greenhouse and sometimes stairs leading down into the ground.

RANDOM TABLES

Inner Room (D6)

1	Inhabited by defensive cat-like creatures.
2	Smells like musk and excrement.
3	Moist and muddy, covered in tracks. Ceiling drips with clean water filtered by soil and plant roots.
4	Filled with rubble. Can crawl over to reach the stairs up to the greenhouse, but the stairs going down are buried.
5	Stash of sharpened wooden poles and pinegrenades.
6	Old cat-like skeletons of different sizes and builds.

Greenhouse Condition (D6)

1	Cracked or broken crystalline roof caused the total desiccation of this tower's plant life—nothing left but old trunks and stems.
2	Overrun with foliage. The tangled mess is hard to move through without taking D20 damage from the more vicious vegetation.
3-5	Near perfect condition. Each plant grows together and keeps the others in check. Nearly all these greenhouses have a Tallbulb in the middle, with other plants growing around it. Roll 1d6 times on the Vegetation table to find out what is growing.
6	As above, but also housing several kinds of feathered lizards.

RANDOM TABLES

Stairs Going Down (D8)

1	Unstable and likely to collapse.
2	Slippery—may cause a fall.
3-4	In good condition.
5-8	No stairs going down.

Catacombs (D6)

1	Treasure stash of uncut and unpolished precious and semi-precious stones.
2	D6 A-metal cubes.
3	Collection of metal tablets bearing runic writing.
4-6	Tomb of air-dried mummies, cat-like but incredibly varied. Some are suited for warfare, others for mining, running, etc., but all are the same basic creature.

Upon Leaving a Building (D6)

1-2	Stealthy attack by cat-like creatures.
3	Doorway sprayed with a strong scent.
4-5	A pile of dead feathered lizards and flowers are laid in front of the door where they weren't before.
6	A hastily-constructed booby trap (D20 damage).

VEGETATION OF THE PYRAMIDIC CRYSTALS

1) **SPIKEFLOWER:** A large yellow flowering plant. Each has a woody, naturally toxic spike (Poison III).

2) **SPICETUBER**: A red leafy plant with tasty tubers growing around its base.

3) **POLEPLANT:** An upright plant with a hard stem covered in tiny white flowers and pink vegetation, growing up to 20’ tall. The stem is nearly as hard as steel and easily held in a human hand—used as an improvised weapon, it has the traits Light and Forceful.

4) **FLUTINGVINE:** A long, tangled vine with mottled leaves of purple and red. The main plant branches many times and the stem is riddled with holes. It reacts to temperature fluctuations by rapidly extending and compressing, making loud fluting sounds. A large colony of these vines can reach harmful levels of noise, inflicting the Dazed (5) condition on all within 50 yards.

5) **PUNGENTSAP:** Short cabbage-like bunches of low growing plants, connected to larger bulbs underneath. When cut, it oozes a strong, antiseptic-smelling sap. This sap prevents the Infection condition.

6) **RAZORBLACK:** Large, black plant with tough, serrated leaves capable of cutting into fabrics, light armors and skin (D20 damage).

7) **PINEGRENADE:** A bushy plant that produces explosive fruit. When dropped, its tiny seeds shoot in an Explosion (I) pattern, dealing 5D4 damage.

8) **ACIDDROPS:** A red-leaved shrub bearing pink flowers and pink fruits filled with acidic flesh and juices. Can be used as a cleaning agent. When applied to bladed weapons, they deal extra damage (+5 damage for a single combat).

9) **TALLBULB:** A tall, bulbous woody stem topped with long, stringy leaves of red and orange. Some trunks roll and fold to resemble a chubby feline statue. These trees produce a mildly sweet sap that is drinkable and refreshing.

10) **SHEETMOSS:** Long, dark gray leaves that hang from structures and trees. Edible if soaked. Good camouflage in the city.

LEAVING THE CITY

A stone wall surrounds the city, intermittently topped with ancient, automatic, AI-controlled guns (2D10+5 damage). Many still work, actively keeping threats out of the ruined city. The air reeks of rotting native life that has been gunned down outside the wall. Leaving the city does not activate the aiming systems, only returning does.

THE TOWERS

Dark, seamless metal juts up from a square slab of stone. Each tower is surrounded by the remains of old forests and scrub vegetation. The towers are very resistant to cutting lasers, but explosives can reveal a network of pipes sinking into the ground. On the south face of each tower is a mounted lever with three settings: up, middle, down.

UP POSITION:

When a lever is moved to the top position, the tower's tip opens up and releases thin, luminescent fronds reminiscent of filter-feeder flagella. They unravel, extend and gently ripple through the air, spraying a fine mist of fresh water. A scan reveals the metallic fronds are harnessing both solar and wind energies to pump water to the surface, from hidden reserves deep within the rocks.

MIDDLE POSITION:

A tower found set to the middle setting (20% chance) will hum with slight vibration and have living vegetative scrub surrounding it in a half mile diameter. Any tower not in the middle position is in the bottom position.

DOWN POSITION:

Towers set to the bottom position are surrounded by dead vegetation—tangled, fallen trees and old dried up plants of all kinds. Occasionally it's broken up by large skeletons of ancient beasts.

TIMELINE AFTER TURNING THE HYDRATORS ON:

[5 HOURS:]

Insects emerge from the soaked substrate in large clouds and the Sand Mantas come to feed.

[2 DAYS:]

New sprouts pop up and start growing rapidly in the newly moistened soils.

[3 DAYS:]

Giant sand mantas—the smallest of which is easily 500' across—exit hibernation and burst out of the soft soil. Their grasping, stinging tentacles brush the ground, harvesting plants and animals alike. Thick skin (Armor 5) helps them shrug off most gunfire and bladed weapons.

CAT-LIKE CREATURES

STR	DEX	CON	WIL	INT	CHA
12	16	10	10	8	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	16	1	-

ROLL ▸ BRUTE

DAMAGE ▸ Attack Skill +4, D12+5 Damage

Lithe, bipedal and 7’ tall, feline-faced but not furred. A row of three eyes arches across their foreheads beneath long tufted ears. They have fang-filled mouths, which open nearly 180 degrees, and two arms ending in strong hands with two digits and a small opposable pad. Their 4 fingers have sharp, 10” retractable claws that are used as weapons.

FEATHERED LIZARDS

STR	DEX	CON	WIL	INT	CHA
12	15	9	10	4	0

WOUNDS	AWARENESS	ARMOR	DEFENSE
1	16	-	2

ROLL ▸ LURKER

DAMAGE ▸ Attack Skill +5, D8+5 Damage

In a variety of sizes, colors and species, some growing quite large. They are often adorned with colorful crests, frills and vocal pouches. The night air is filled with a complex orchestra of their various calls.

SAND MANTAS

STR	DEX	CON	WIL	INT	CHA
10	16	10	12	10	0

WOUNDS ▸ 2 AWARENESS ▸ 15 ARMOR ▸ - DEFENSE ▸ 5

ROLL ▸ LURKER

DAMAGE ▸ Attack Skill +8, 2D8+5 Damage

ABILITY ▸ Sand Mantas attack by diving and flying away, making them immune to close combat.

Light brown, with red striations and black speckles. A ring of tiny black eyes surrounds a large mouth full of filtering hairs. Rudimentary cilia like skinny legs act as a stiffener for the rubbery flaps of skin they use for flight, while their long wide tail acts as a rudder. Wingspans range from 5ft to 50ft across.

END

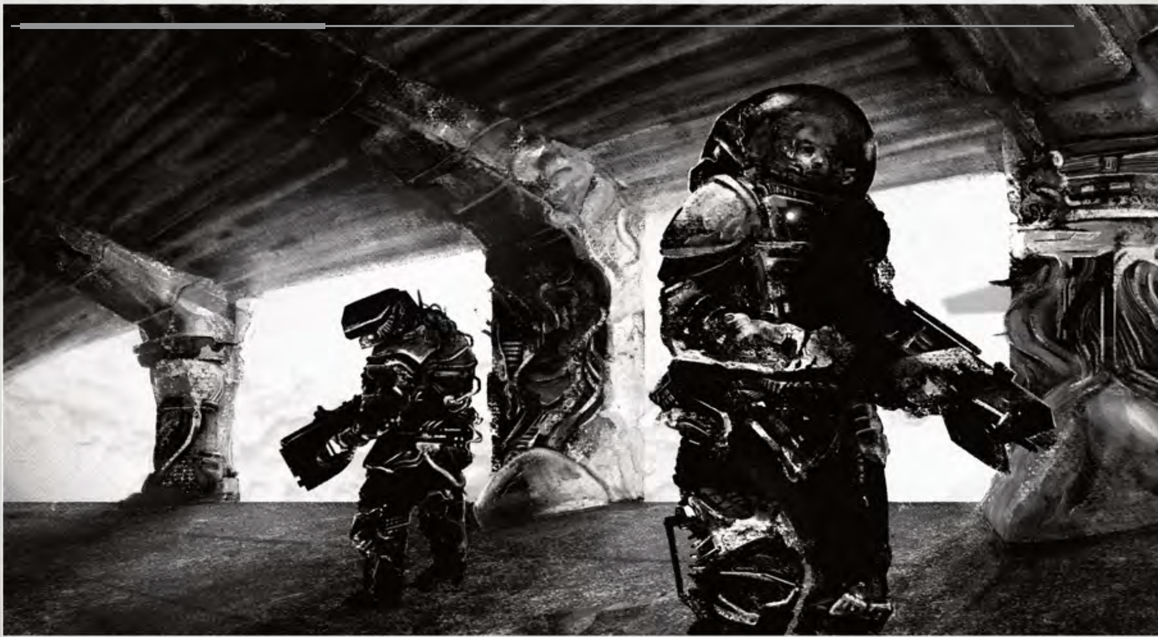
SC 3N-02

SCENARIO TWO

ARCHIVE OF MINDS

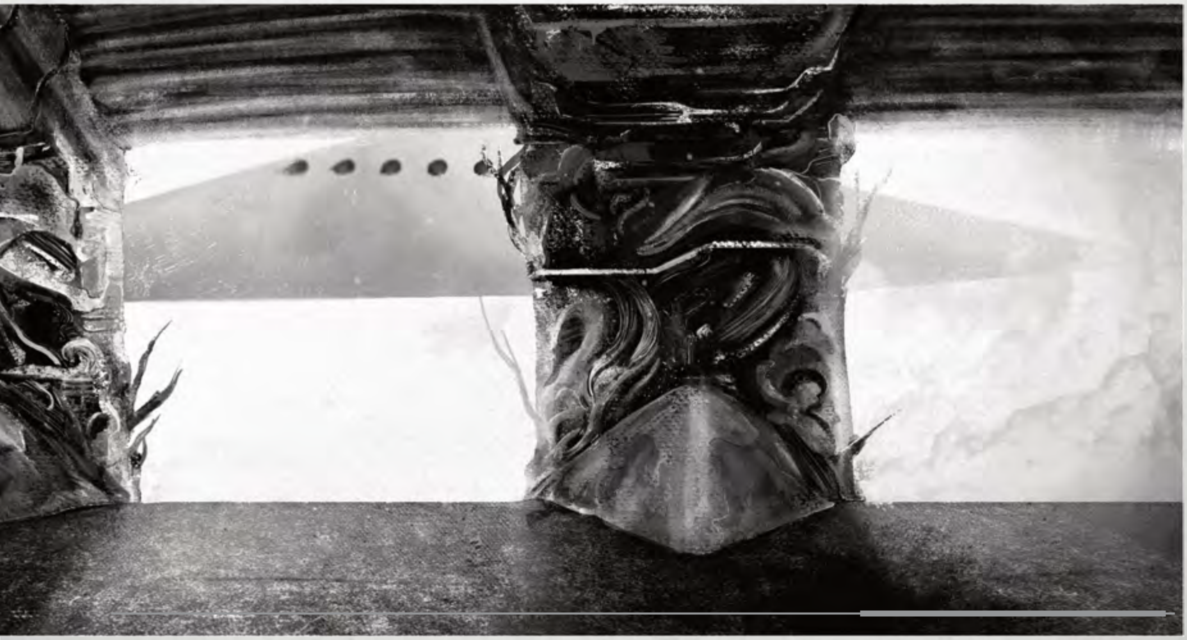
BY L.F. OSR

A small, secret society of corrupt Divers (known as the BA-Divers) quietly operates in a sealed off, under-construction sector of Karum Station where they smuggled an especially powerful Artifact without the Authority's knowledge. This misunderstood piece of technology promptly invaded all the BA-Divers' minds, driving them mad with its constant demands to be fed. The artifact is a large, floating, rotating, flat disk made of an unknown mineral-steel composite, with an odd blob of translucent-red "jelly" resting in its center. The artifact, unbeknownst to these cult-like Divers, is a data archive that periodically seeks informational updates, which the Divers provide by abducting new Drake Industries recruits (usually masked as a site mission gone wrong) and whisking them away to their hidden operating tables, where their brains are harvested as tribute to the Artifact.



THE BA-DIVERS

During a standard exploration mission, the BA-Diver Artifact Retrieval Squad discovered the archival artifact before quickly succumbing to its remote neural interfacing capabilities. The artifact uses this to convey its operation messages and warnings (although much is lost in translation from the object's alien programming to the human brain’s feeble networking), which dramatically warped the Divers’ minds, leading them to madness. It sought to be moved to a secure location to protect its archives, so the BA-Divers obediently turned an unfinished storage sector into the artifact's new home. It demanded biological data, so the BA-Divers began abducting new recruits and sacrificing their brains to their new overlord.

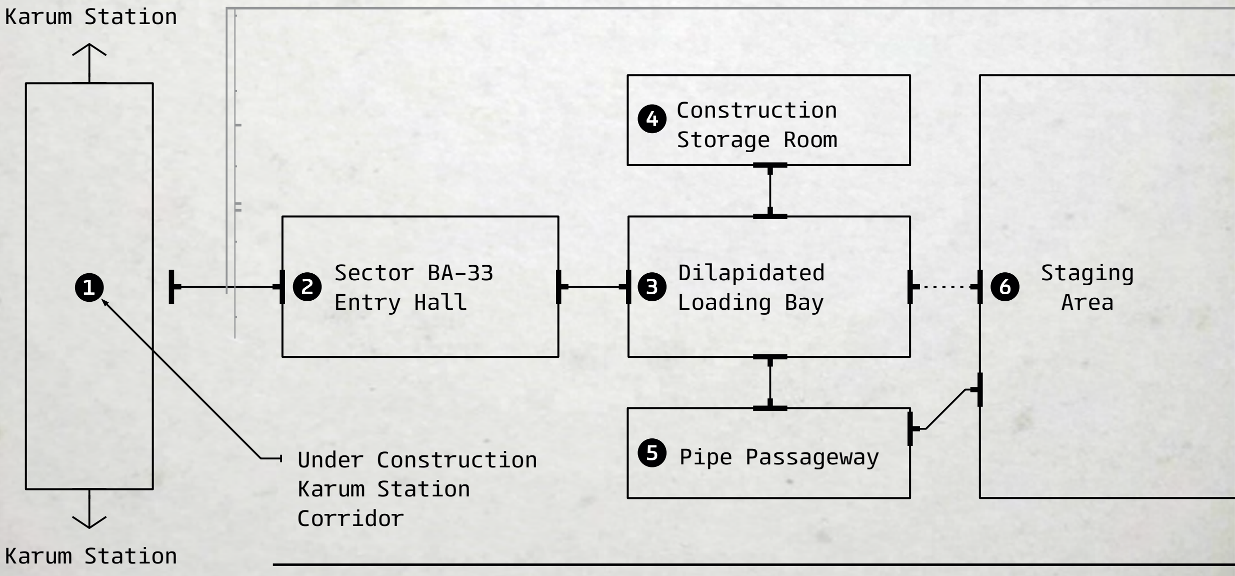


THE ARTIFACT

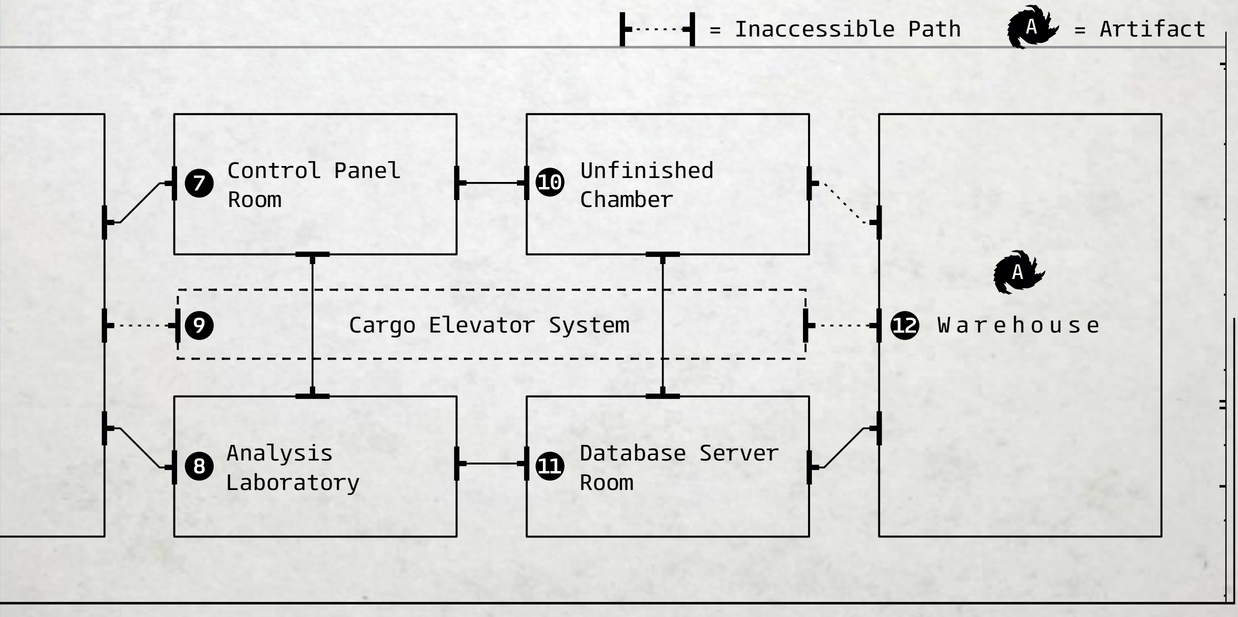
Originally used as a bio-data archive device, this disc-like artifact stores information on its reflective composite metametal surface after interpreting it from the raw brain matter of any organism, living or dead. Several large, flesh-like organs protrude from the disc's center, connected by countless translucent tubes which pulsate as they pump a mysterious black liquid. The disc itself is almost entirely covered with veins radiating outward from the center organs, some of which end in alien adapters now dangling.

SECTOR BA-33

A (somewhat) secured, under construction sector of Karum Station that is currently under the control of the BA-Divers:


Karum Station
❶
Under Construction Karum Station Corridor
Karum Station
❷ Sector BA-33 Entry Hall
❸ Dilapidated Loading Bay
❹ Construction Storage Room
❺ Pipe Passageway
❻ Staging Area

uselessly over the disc's edge. Although it cannot move from its current position, the entire structure levitates autonomously while rotating in place (which is required for system cooling purposes). Unbeknownst to its new BA-Diver caretakers, the artifact's internal storage unit is completely full, causing it to periodically enter a red-level purge protocol to make space for incoming data—it is only a matter of time until the original, priceless alien data is overwritten with sacrificial human brain fodder.


= Inaccessible Path
A
= Artifact
7 Control Panel Room
10 Unfinished Chamber
9 Cargo Elevator System
A
12 Warehouse
8 Analysis Laboratory
11 Database Server Room

ROOM #1 - KARUM STATION CORRIDOR

An unlit main corridor, identical to all the others in Karum Station's transportation network, although it is clearly undergoing construction. Metal scaffolding, debris tarps and welding equipment lay about the area, while nests of wires hanging from the ceiling make the dark corridor even harder to navigate. Several doors are locked with security measures, but the large blast-door labeled "SECTOR BA-33" is clearly compromised. A large pipe is precariously wedged between the two doors, leaving a gap large enough for a person to pass through (roll on Blast Door Mishaps).

Blast Door Mishaps (D6)

1) With a flash of sparks and a loud “zzzt,” the door suddenly short-circuits and closes on a Diver’s elbow or knee.
2) The door malfunctions and enters security lockdown mode, setting off a blaring siren that stops after a couple seconds as the speaker system begins to fail.
3) The door’s facial recognition scanners are completely destroyed, yet the door requests a facial scan for security authorization.
4) The door attempts to close every few seconds, eventually causing the door’s motors to burn out and begin spewing a pungent, plastic-smelling smoke.
5) The door creaks loudly before suffering an internal pressure line leak, rapidly forming a pool of hydraulic fluid between the doorway.
6) After a few short surges of power, the door finally powers down and ceases attempting to close, making it considerably safer to attempt to repair or slip between.

ROOM #2 - SECTOR BA-33 ENTRY HALL

BA-33's main entry hall. Numerous bright orange warning signs hang from the walls, their highly reflective material making them visible even in the darkness - *"CAUTION: Sector is under construction," "WARNING: Safety equipment required," "RESTRICTED: Engineering personnel only,"* etc. Crates and containers of construction materials sit in the room, somewhat blocking access to the roll-up bay door exit on the eastern wall (opposite of the entry doorway). A camera above the exit rotates slowly as it observes the area before the bay door, periodically beeping and giving off two-way radio static.

Voice of the Microphone Operator (D6)

1) The comms operator yells incoherently before enabling the bay door's security system, which electrifies the locked door.
2) The operator seems to be hallucinating. They claim there are little green creatures that won't stop laughing at him and have taken control of the bay door's systems.
3) The operator silently monitors the Diver(s), refusing to communicate at all.
4) The operator is confused as to why they're here, but offers to open the bay door if the Diver(s) can offer any useful services or skills.
5) The operator, who can hardly be heard due to a loud popping sound coming through the microphone, seems wildly distracted and simply opens the bay-door without verifying the Diver's identity.
6) The operator seems to recognize the Diver(s) and promptly opens the bay door before exploding with excitement. Very soon after, there is a loud "thud" and the operator stops speaking.

ROOM #3 - DILAPIDATED LOADING BAY

This large room is in complete disrepair—large sections of ruined concrete and iron panels are lying about, the path to the eastern bay door (marked with painted guidelines) is completely blocked with debris and, if inspected, the ceiling is very damaged as if carved into by a jackhammer. Only the northern door (marked "Storage," currently locked) and southern man-door (unlocked) are accessible. A human figure sits in the corner—an unresponsive, naked Diver with a large dent in the side of their head.

BRAIN DEAD DIVER

STR	DEX	CON	WIL	INT	CHA
13	8	12	10	8	1

WOUNDS ▸ 2 AWARENESS ▸ - ARMOR ▸ - DEFENSE ▸ -

GEAR ▸ Stun Baton

SKILLS ▸ Close Combat 10, Perception 8, Resolve 10, Stealth 6

ROOM #4 - CONSTRUCTION STORAGE ROOM

A storage room containing construction equipment and materials, most of which are covered with translucent static-reducing tarps. If a PC spends time investigating the containers, they'll also find a headless human corpse stuffed away. The only door to this room can be closed, opened, unlocked and locked from the control panels in Room #7.

Room Contents (D6)

1) A mesh bag containing 3 small explosive devices, one of which was triggered when picked up—its small digital screen starts a 60 second countdown.
2) A document holder containing hundreds of paper sheets, the majority of which are completely unreadable due to large black hastily-scratched scribble marks.
3) Several stacked boxes, each containing human remains, although the majority of each skeleton is missing.
4) A skinny locker with a bent door contains several year-old rations near a journal labeled "Jimi." It contains nothing but gibberish and the doodles of a madman.
5) A small lock box holding a well-maintained replica of an old-world revolver. Upon inspection, it is functioning but lacks the appropriate ammunition.
6) A tarp-covered metal crate holding 6 unopened bottles of old-fashioned spirits (alcohol). Several bundles of dirty cloth rags sit nearby, near a packet of matches.

ROOM #5 - PIPE PASSAGEWAY

This clearly unfinished and dangerous room is full of pipes spewing hot steam and who-knows what kind of chemicals. A catwalk extends from the west end toward a door (unlocked) on the eastern wall, although several extremely hot pipes have collapsed along the path.

Effects of Gas Exposure (D6)

1) Inhaling this gas sends the room spinning, forcing the Diver to their knees for 5-10 minutes while as their lungs are filled with a burning sensation.

2) If this gas touches any Diver's eyes, they are temporarily blinded for 2-3 minutes. It is also extremely flammable.

3) This ice cold jet of gas will freeze anything after 5 seconds of direct exposure.

4) Breathing this gas causes fits of uncontrollable laughter—the diver can focus, but can't properly communicate for the next 20 minutes.

5) This glowing green glowing gas slowly heals small wounds if exposed to damaged flesh for several seconds, but overexposure causes rapid necrotic rot.

6) Inhaling this light-pink gas grants a sudden uplifting boost of motivation, and may even heighten a Diver's ability to empathize with others.

ROOM #6 - STAGING AREA

Although dark and incomplete, this large room is still rather impressive, with a tall ceiling and several catwalks lining the outer edges. Holding a light source reveals 6 large squares painted onto the raw concrete floor, labeled "SA-1" through "SA-6." Several large containers (full of construction supplies) are placed throughout the area, alongside industrial construction machines such as hydraulic movers. Three doors line the eastern wall, the largest of which lies in the center: a large (locked) roll-up door with a digital sign above it reading "CARGO ELEVATOR STATUS: Deployed.” Both the northern and southern doors are open, with faint suggestions of light emanating from within.

Room Mishaps (D6)

1) A loud clanking sound fills the room as an Autoconstruction C4T Bot comes to life, haphazardly swinging an excavator-like arm around the room, crashing into several large boxes and containers.
2) An open container housing a large shredding machine suddenly turns on, spewing large amounts of fine dust and ground metal into the air.
3) The bracket system securing a large vat of wet electro-activated cement finally gives out, causing the container to slam onto its side, spilling the cement across nearly the entire room.
4) Several overhead lights begin to flicker rapidly, before finally short circuiting and showering the room with glimmering sparks for several minutes.
5) Several canisters of mysterious gas (roll on the table from room #5) suddenly burst, filling the room over the course of several seconds.
6) A large stack of boxes and containers gives way, loudly crashing, banging and shattering open, exposing large amounts of unused copper wire.

ROOM #7 - CONTROL PANEL ROOM

The dim blue light of multiple mounted monitors casts long shadows of this room’s large central table. Piles and piles of papers, operation manual booklets and construction blueprints, some stained with blood, are balanced on the table. All the touch panel monitors are on, but only 3 are responsive. Monitor #1 reads "CARO ELEVATOR OPERATIONS,” monitor #2 reads "SURVEILLANCE SYSTEM,” and monitor #3 reads "DATABASE ACCESS POINT.” The eastern staircase descends to Room #10, the southern doorway leads onto a catwalk which passes above room #9 on its way to Room #8.

Control Panel Operations

[CONTROL PANEL #1]

Operates Elevator
(overridden by control panel in Room #12)

[CONTROL PANEL #2]

Cameras
(requires access code)

[CONTROL PANEL #3]

Access to Data Files
(server in Room #9 needs repair)

ROOM #8 - ANALYSIS LABORATORY

Four desk-sized workstations fill this room, each with a set of tools hanging from articulated arm mounts—inspection lights, large magnifying glasses, mobile material scanners, even chemical processing equipment such as small centrifuges. One workstation holds a collection of odd, glowing materials like carved stones. A catwalk crosses above Room #9 on its way to Room #7. A passage with stairs descends toward Room #11, where a loud humming buzzes incessantly.

Search Through The Laboratory Research (D6)

1) A cracked glass petri dish containing an aggressive, mind altering virus sample. It will escape if the dish is compromised any more.

2) A tall vial of pinkish-red liquid, quietly boiling itself via a slow chemical reaction. It will begin to overflow if agitated at all, producing large amounts of magenta foam.

3) A small container housing a tiny fungi farm. It's doing surprisingly well, with bright red mushrooms thriving in the encasing (If eaten, mushrooms have a 50% chance of healing or causing sickness).

4) A tiny chunk of stone under a microscope. It's an unidentifiable metal alloy with a small dot of red resin-looking material stuck to it.

5) A binder documenting past experiments on the glowing stone material. Most yielded uninteresting results, except for a note that mentions the stone "hungers for power."

6) A segment of glowing stone, pulsing inside of its containment jar. It will immediately transmit a random piece of knowledge to any Diver that opens the jar and touches the stone.

ROOM #9 - CARGO ELEVATOR SYSTEM

This large, long passage slopes downward dramatically, plunging deeper into Karum Station. Several caution lights flicker, but no light penetrates the darkness at its lowest point, making it feel as if the corridor could extend into infinity. An elevator platform travels this passage by rail and pulley, but the elevator isn't present (it's resting at the bottom). A square is painted in the center of the elevator platform, labeled "CARGO," alongside several plaques outlining weight limits and equipment warnings. When the platform is in motion, a cautionary horn blares for the duration of its 4-minute journey.

Room Mishaps (D6)

1) The elevator grinds to a halt with a horrible metal-on-metal screech that echoes throughout the chamber. A few moments later, it suddenly thrusts forward and begins speeding toward its destination.

2) With only a few brief crumbling sounds as warning, the ceiling partially breaks away, causing several human-sized cement chunks to come crashing down onto the elevator.

3) The corridor lights begin to flicker and flash uncontrollably before finally going out completely, leaving the entire chamber in complete darkness aside from the elevator's onboard control panel's lights.

4) The elevator enters maintenance mode. It slows down to 25% speed and an automated voice begins reading off numerous errors and conflicts the diagnostics system has identified.

5) The elevator enters stress-test mode. It accelerates to 200% speed, arriving at its destination at record pace, but giving minor whiplash to any Divers onboard.

6) As the first rider walks aboard, an emergency medical supply hatch opens, revealing several pre-loaded medical supplies and emergency rations.

ROOM #10 - UNFINISHED CHAMBER

As if a bomb went off inside this room, concrete debris lays about, exposed rebar pokes in all directions and hanging live wires spark loudly. It’s not clear if this room completed construction before the damage occurred, but the trash, debris and mysterious, vile smelling fluids have added to the mess. With some careful footing, one could reach the catwalk extending between Room #9 and Room #11, where a loud buzzing can be heard. The eastern stairway leading downwards is completely blocked with heavy chunks of concrete.

Loot Amongst the Debris (D6)

1) Shifting the rubble releases a small pocket of methane gas, which fills the room (and causes a small explosion if any exposed flames are near).

2) A fist-sized canister containing an unknown gas (roll on Room #5’s table) was crushed and punctured during the destruction. It will release its contents if disturbed.

3) An advanced ballistics vest sits amongst the debris, tangled in and pierced by several rebar rods (could be repaired).

4) A small metal container of small personal trinkets, including an out of date ID from a past space station construction worker.

5) Several unopened rations in a pile of trash, alongside a handheld blowtorch tool used to melt construction-grade metal.

6) A small notebook sits alongside several unimportant documents. There’s nothing written inside but the words “CODE: BADA33” hastily scribbled in red pen.

ROOM #11 - DATABASE SERVER ROOM

A constant humming rings from this room, with the occasional hiccup highlighted by brief splashes of sparks. Two large servers sit in the room's center, one encased in glass cooling units filled with heat transferring gel, the other in near-ruin, its case shattered and its gel long evaporated. Large sections of the server unit are damaged, as if bashed in with a heavy blunt object. Aside from the server destruction, this room appears relatively clean, with clear access to the western stairway ascending to Room #8, the catwalk extending to Room #10 and an eastern stairwell descending toward Room #12.

When Interacting With the Server (D6)

1) The unit buzzes for a few seconds before emitting a single loud beep, quickly accompanied by a small plume of smoke rising above the now fried and useless server unit.

2) The server appears to be caught in a rebooting loop, continuously turning on and off while flashing a small blue frowning face on the tiny user interface screen.

3) Multiple blinking LED lights spell out "DEFRAG?", accompanied by a counting down 30 second timer, which cannot be disabled – the server will automatically reset and erase all its contents upon completion.

4) The server unit appears to malfunction upon being touched, and automatically processes a number of unknown commands before displaying "Security System Control Panel Unlocked".

5) Unprompted, the server spits out an external mass storage device and displays "EJECTED: Drive R (Victims)" – the drive contains hundreds of text files with nothing but deceased Diver's first and last names.

6) The server boots to life upon being touched, announcing with a distorted digital voice that updates have completed and displays an input field labeled "INPUT NEW ADMINISTRATOR USERNAME:"

ROOM #12 - WAREHOUSE

A warehouse similar to Room #6, though it is fully constructed and lacks the perimeter catwalks. A few equipment containers have been pushed to the outer walls. There are 6 large squares painted onto the floor, labeled “ST-1” through ST-6.” Half of the eastern wall is a large blast-proof exterior window, flooding the warehouse with the eerie light of space. 3 doorways lie on the western wall. The northernmost door (the stairway from Room #10) is open, but it’s completely blocked with large bits of destroyed concrete and debris. The center (the large roll-up door from Room #9) is securely closed, with a digital sign displaying "CARGO ELEVATOR STATUS: Safe to load / unload" hanging above it. The southernmost door (the stairway from Room #11) is unlocked, but tends to malfunction and screech loudly while opening at a 25% speed.

In the center of the warehouse lies the cargo elevator platform. It sits flush with the floor and travels through Room #9 when deployed. Several BA-Divers are grouped together on the platform, kneeling with their heads low. They sit before the Artifact, which spins slowly in the air, periodically tilting to a new angle. Its reflective disc-like structure shines brightly in the starlight from the nearby window, sometimes sending bright beams of light across the warehouse. Occasionally, the Artifact increases its rotation speed to alarming levels while its bright red, flesh-like center pulses and throbs. This sends all the nearby BA-Divers into a frenzied panic, knowing that the Artifact now requires additional information. After a few frenzied moments, they’ll begin to hatch their next desperate plan to satiate the Artifact’s undying hunger.

Other Equipment Contained in the Warehouse (D6)

1) A small scientific containment unit, housing what appears to be a black rope. The “rope” will squirm with unnatural life if spoken to or hit with loud sounds.

2) Leaning against a wall is a spear-like rod covered in a flesh-like material that squirms upon its skinny metal shaft. It will grow onto the hand of its wielder, allowing them to throw it with unnatural strength.

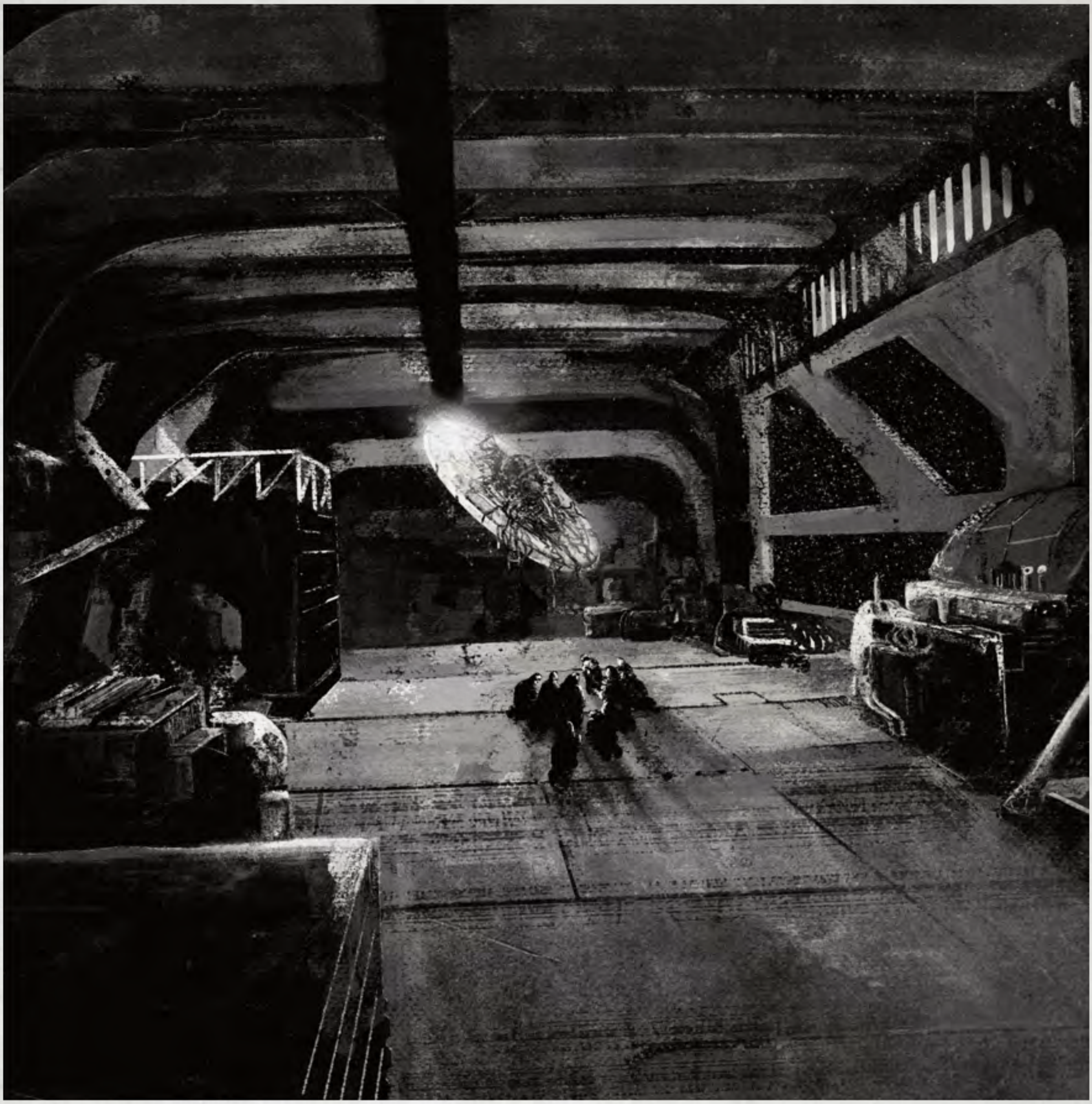
3) A blasistics-proof glass box contains a mysterious, perfectly smooth black cube. If touched, it will surge the Diver’s muscle mass, physically bulking them for several minutes before painfully shrinking back.

4) A mundane bucket contains an odd ball of fleshy mass that is very slowly secreting a viscous liquid. It will heal minor wounds if the affected area is completely doused with it.

5) A small section of the disc Artifact, preserved in a containment unit. A Diver can transfer any knowledge to it by holding it within their hand, allowing it to be used as a memory database.

6) A vial of bright red gel, very similar to the Artifact’s flesh, sits alone amongst some other items. Its label states “WARNING: Only 1 Dose Per Lifetime.” It permanently, significantly increases a person’s memory if consumed.

ROOM #12 - WAREHOUSE



END

glossary of terms

(GLOSSARY OF TERMS)

A-METAL: The creatively named Àrsaidh Metal, or simply A-Metal, is the material used in seemingly all of the Àrsaidh creations. Although the material has proven impossible to “harvest” directly from built installations or artifacts, there is one valuable source that seems to be in a more inert form: A-metal cubes. These are found occasionally in the different Àrsaidh Sites, and are always among the most precious recovered artifacts. This wondrous alloy possesses incredible properties, such as being a superconductor at room temperature, having anti gravitational properties, and even self repairing capabilities.

ÀRSAIDH: Pronounced “are-sigh”, this is a Scottish Gaelic word that means “ancient”. The name given to the race of aliens that built Karum Station and all within it. Almost nothing is known about them; the only thing that seems certain is that they disappeared approximately 700,000 years ago.

CIRCLE: The colloquial name given to the KRM-01 Àrsaidh spaceship model, due to its shape. Currently used as a single passenger ship.

DEEP DIVER: The colloquial name given to all those “Karum Station Authority partners”, as they’re officially called; a crew member that volunteers to fly one of the Àrsaidh ships in exchange for potential fame and riches. Usually abbreviated to simply “Diver”, it is meant to be an allegory of Earth’s deep ocean explorers.

DRAKE INDUSTRIES: One of the many exo-mining companies that appeared after the Toronto Accord that allowed private enterprises to claim and mine any celestial body smaller than Earth's moon. Founded in 2047 by Jonathan Fraser, it became the largest, most powerful corporation on Earth after the discovery and subsequent exploitation of the alien facility known as Karum Station.

DRAKE COIN (DC): The official crypto-currency of the Karum Station, issued by its parent company Drake Industries. No other currency is accepted at the station, and all transactions are done with it.

EM DRIVE: Also known as a Radio Frequency (RF) Resonant Cavity Thruster. Originally proposed in 2001 by Roger K. Shawyer, this drive is built around the idea that electromagnetic microwave cavities allow for the direct conversion of electrical energy to thrust. With this revolutionary engine, a spacecraft equipped with the EM drive can make the trip to Mars in just ten days. Adjusted for a trip to the Asteroid Belt, a spacecraft equipped with an EM drive takes an estimated 32.5 days to reach it.

KARUM STATION: The Àrsaidh asteroid base found in the Main Asteroid Belt between Mars and Jupiter, discovered and owned by Drake Industries in the year 2078 CE.

KARUM STATION AUTHORITY (KSA): The organization in charge of Karum Station, managing the day to day operations.

MURGO: “Gateway to hell” in Tibetan; a colloquial name for Karum Station given to it by the first explorers living there, since many of them were of Tibetan origin.

PENTAGON: The colloquial name given to the KRM-05 Àrsaidh spaceship model, due to its shape. Currently used as a five passenger ship.

TAYY AL-ARḌ: (Arabic: طى الأرض "folding up of the earth" or "covering long distances in the twinkling of an eye") is the name given to the unknown process by which Àrsaidh spaceships travel through space. It is suspected to be some type of warp technology, something that has been proven theoretically possible but never actually achieved by human scientists.

THE WHISPERS: The name given to what KSA scientists have deemed as “attempts at interfacing with the human mind” by the Àrsaidh spaceships and other technology. Not all individuals seem to be susceptible to this phenomenon, but those that are describe it as “extremely unsettling” or even “terrifying”.

TRIANGLE: The colloquial name given to the KRM-03 Àrsaidh spaceship model, due to its shape. Currently used as a three passenger ship.

> SPECULUM REGULAR

ParadroidMono Regular

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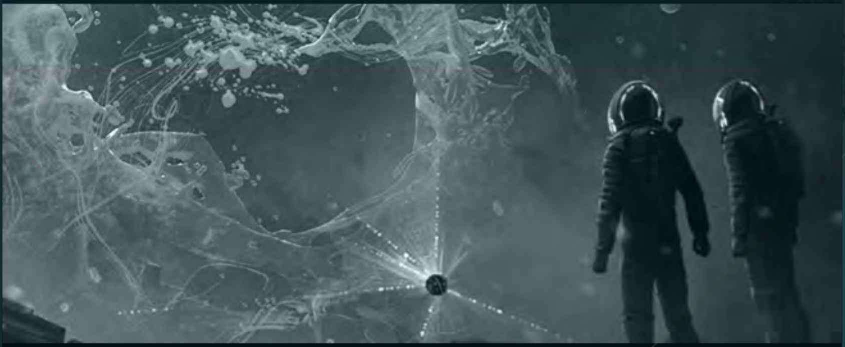

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